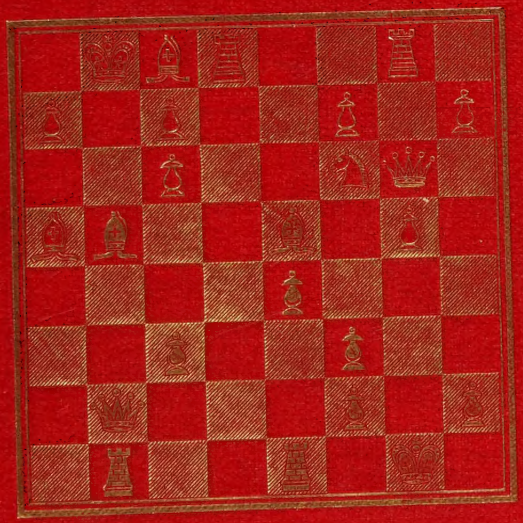


Wilfrid Benson.

9 Queen Anne's Grove
Chiswick

23rd April 1902.

THEORY OF THE CHESS OPENINGS.

THEORY

OF

THE CHESS OPENINGS.

BY

G. H. D. GOSSIP,

Author of the "Chess-Player's Manual," the "Chess-Player's Text-Book," etc. etc.

Second Edition.

REVISED AND IMPROVED, WITH ALL THE LATEST THEORETICAL DISCOVERIES UP TO DATE.

LONDON:
W. H. ALLEN & CO., LIMITED, 13 WATERLOO PLACE,
AND AT CALCUTTA.

1891.

[*All Rights Reserved.*]

LONDON:
PRINTED BY W. H. ALLEN AND CO., LIMITED,
13 WATERLOO PLACE. S.W.

PREFACE.

The success of the first edition of the present work, of which all the copies were sold in six months, has encouraged me to publish the present revised edition, comprising the most important theoretical discoveries made since 1879. I have availed myself of the latest analyses contained in Part I. of Mr. Steinitz's *Modern Chess Instructor*, Cook's valuable *Synopsis*, Messrs. Freeborough and Ranken's *Ancient and Modern Chess*, the Berlin *Schachzeitung*, *La Stratégie*, *Columbia Chess Chronicle*, Salvioli's excellent treatise, analyses by Messrs. Csank, Gattie, and others, in the *Chess Monthly*, &c., as well as of many novelties in the best English and American newspaper chess columns, and have been especially careful to avoid all reference to obsolete works or to the various unreliable or worthless treatises published of late years in this country, except when I felt it absolutely necessary, in the interest of the student, to point out their most glaring blunders; so that it is hoped the present volume will fairly represent the actual state of Chess theory, and be useful to players of different classes of strength. I have adopted the new fashionable notation in columns employed in modern treatises.

Scientific analysis is one of the factors which have mainly contributed to raise Chess to its present high position as an intellectual pastime; but it is curious to note how eminent theorists differ.

To quote two notable instances: after the moves 1. P—K 4 / P—K 4 2. Kt—QB 3 / Kt—KB 3 3. P—B 4 / P—Q 4 4. BP×P in the Vienna Game, Zukertort, in his notes to a game between Englisch and Knorre, in the Wiesbaden Tourney, condemns White's last move, which, he says, should result in Black's favour, and asserts that 4. P—Q 3 is much better; whereas most leading experts now-a-days favour the very line of play which he censures. Modern analysis, moreover, is against him. Again, in a review of the *Book of the International Paris Chess Congress of* 1878, edited by Schallopp, the *Chess Monthly* (p. 266, Review IV.) contains the following paragraph: "The notes on openings do not contain anything novel, but are very often faulty. After 1. P—K 4 / P—K 4 2. Kt—QB 3 / Kt—KB 3 3. P—B 4 / P—Q 4 4. BP×P; Clerc (White), Englisch (Black), we read: '4. KP×P seems to us more favourable for White.' This note seems to us to indicate that the writer's knowledge of the Vienna opening is not profound" (*sic*).

Quite recently, moreover, this move (P×QP) is condemned by Freeborough, in the *British Chess Magazine*, in his notes to a game between the author and Mason in the late Manchester Tourney. Now, it is just this very move which is strongly recommended in the *International Chess Magazine*, and which Steinitz prefers to all others.

The wonderful potentialities of the Ruy Lopez and Evans, the Bishop's, and other Gambits, and the fascination which surrounds their analysis, have induced me to add Supplementary Tables, which will be found in the Appendix. In adopting this course, I have been actuated by several motives; firstly, in the interest of the Chess student, I have deemed it best to add an analysis of many interesting, but less important, lines of play omitted from the main Tables; secondly, I have considered it a duty to point out many of the blunders of the *Handbuch* and other authors, in order to prevent the public from being misled by faulty or careless

analyses; and, lastly, I have thought it wisest to anticipate the adverse criticism of captious critics, at all times eager to distinguish themselves at an author's expense by their loud denunciation of any similar omissions, or real or fancied mistakes.

I have devoted special attention to the Evans Gambit Declined and the Vienna Game, and venture to hope that my analyses of the latter opening will compare favourably with those of any *single* author yet published in any language.

I am indebted to Mr. Muller for several valuable improvements on the lines of play indicated by the *Handbuch* and *Ancient and Modern Chess*, in Ponziani's Knight's Game and the Gambit Declined; also to Mr. J. G. Cunningham for some analyses of the Algaier Gambit.

But, as I have received no other assistance whatever in the compilation of the great bulk of the present work, or in the arduous task of seeing it through the press, I must crave the indulgence of my readers for any slight oversights or mistakes, several of which will be found rectified in the Appendix.

G. H. D. GOSSIP,

Winner of the First Prize in a Correspondence Tournament of the "Chess Player's Chronicle;" of the First Prize in the October Tourney of the Café de la Régence, Paris, 1880; of the Third Prize in the Melbourne Club Handicap Tourney, 1885; twice of the First Prize in Tournaments of the Sydney "School of Arts" Chess Club (Australia), and once of the Second Prize in another Tourney of the same Club (1885–1887); Bracketed Fifth Prize winner in the "Vizayanagaram" Tournament of twenty-six competitors (London, 1883); winner of the Third Prize, and also of the Special Brilliancy Prize, in the Australian Masters' Tournament (Adelaide, 1887); and of the Third Prize in the Divan (Winter) Tourney, London, 1890; winner of several Matches of importance; formerly Chess Editor of the "Young Gentleman's Magazine" and the "Hornet" (London), the "Melbourne Magazine," "Once a Month," and the "Town and Country Journal" (Sydney, Australia).

LIST OF SUBSCRIBERS

TO THE

FIRST EDITION OF MR. GOSSIP'S "THEORY OF THE CHESS OPENINGS."

H.R.H. Prince Leopold.
Sir J. G. Tollemache Sinclair, Bart., M.P.

*The Rev. C. E. Ranken.
* ,, A. B. Skipworth.
,, Prof. Wayte.
,, T. C. Sanders.
,, C. J. Langley.
*W. Nash, Esq.
*W. T. Pierce, Esq.
*Hugh Bryan, Esq.
*Captain Kennedy.
*J. Watkinson, Esq.
J. L. Holmes, Esq.
H. Brewer, Esq.
*S. Hamel, Esq.
J. Kirk, Esq.
H. W. Molson, Esq.
J. Copping, Esq.
D. M. Latta, Esq.
A. Townsend, Esq.
W. G. Hollis, Esq.
J. C Woods, Esq.
J. Parker, Esq.
C. Martin, Esq.
R. B. Frank, Esq.
*Mrs. Gilbert.
*W. Hallock, Esq.
*J. G. Belden. Esq.
*O. A. Brownson, Esq.
W. Burr. Esq.
Dr. Reeve.
*E. A. Kundel, Esq.
Rev. F. R. Drew.
— Grundy, Esq.
J. Bryning, Esq.
M. Procter, Esq.
*Sergt.-Major McArthur.
Miss Aitken.
A. E. Studd, Esq.
T. E Amyot, Esq.
E. H. Heath, Esq.
F. F. Pott, Esq.
J. D. Learmond, Esq.
J. R. Hunnex. Esq.
J. Jacobsen, Esq.
J. T. C. Chatto, Esq.
G. W. Stevens, Esq.
J. S. Bingham, Esq.
J. Halford, Esq.
C. Fitzgerald, Esq.
Mrs. Kenny.
N. Fortescue, Esq.
J. T. Palmer, Esq.
J. H. Hood, Esq.
Rev. A. C. Nealy.
Rev. T. H. Archdall.
Rev. C. Gape.
G. B. Cocking, Esq.
F. W. Clarke, Esq.
W. Robinson, Esq.
W. O. Foulks, Esq.
Rev. J. H. Plowman.
F. W. M. Heriot, Esq.
E. Ridpath, Esq.
W. Ball, Esq.
H. S. Monck, Esq.
D. M. Salter, Esq.
Major Hudleston.
J. W. Snelgrove, Esq.
E. P. Vulliamy, Esq.
A. F. Vulliamy, Esq.
C G. Gümpel, Esq.
R. Steele, Esq.
J. T. Parker, Esq.
H. Watts, Esq.
Mr. Damant.

and many others.

In the above List the names preceded by an asterisk (*) are those of eminent Players, Composers, and Chess Editors.

OPINIONS OF

THE BRITISH AND FOREIGN CHESS PRESS

ON THE FIRST EDITION OF

Mr. Gossip's "Theory of the Chess Openings."

1. The "Field" (Mr. Steinitz).—"A new work on the game, entitled *The Theory of the Chess Openings*, by G. H. D. Gossip, has just been published at New Wortley by A. Inman, Wellington Road; and, as far as we can judge from a very brief examination, we should consider it a good one."

2. "Illustrated London News," March 1879 (the late Mr. Duffy).—"We have sufficiently examined Mr. Gossip's new work, *The Theory of the Chess Openings*, to enable us to recommend it as presenting a careful summary of the present condition of chess theory. Its value as a popular book upon the subject is lessened to some extent by a revival of the old controversy between the author and the critics of his first book, the *Chess Manual*. In the opinion of many persons, ourselves among the number, that book was reviewed with unnecessary harshness. The feud between authors and critics is one of long standing: it raged before the time of Mr. Gossip and his reviewers, and it will probably survive them; but an author upon the subject of chess theory should remember that it must always be easy enough to find faults of omission or commission in such works without furnishing his critics with a motive for seeking them. Setting that aside, however, the book is a judicious compilation from the great authority, the *Handbuch*, and other sources more difficult of access to the general amateur. The variations are set forth with clearness and precision, and the printing and paper leave nothing to be desired on that score."

3. "The Chess Players' Chronicle."—"There is room at least every four or five years for a new treatise on the openings. We are glad to welcome in Mr. Gossip's book a work which deserves for the present to occupy this position. The most that could be said for Wormald's *Chess Openings* and Staunton's *Laws and Practice* was that they adequately represented the theory of

1874–5. Mr. Bird's publication of last year, taking these two authors for its basis, failed in the necessary attention due to fresh discoveries; and Mr. Bird's own lucubrations by no means compensated for this capital defect. Mr. Gossip has had an excellent field open before him. His former work—the *Manual*—whatever its faults, was not wanting in industry; he has had for his groundwork the last edition of the *Handbuch*, of which Staunton had made no use and Wormald very little, and he is well acquainted with the mass of recent material still floating and unsystematized. He has given us a view of chess theory, tolerably complex and well condensed, down to the time of the Paris Tourney of 1878. An eminent first-rate, who was one of the reviewers of the *Manual*, has expressed to us his sense of the marked improvement in clearness of arrangement and judgment of position shown by Mr. Gossip in the present work. In 'Philidor's Defence,' the learned theorist, who has reviewed Mr. Gossip's book in the *Huddersfield College Magazine*, has failed to perceive the real bearings of this question; and even if authority and not reason were the true criterion in matters of chess analysis, it would be as vain to cite the example of Staunton against the players we have named as to appeal to the practice of Morphy twenty years ago in favour of the soundness of the 'Counter Gambit.' On this point we entirely agree with Mr. Gossip."

4. "Brief" (Mr. Collins).—"The author protests in strong terms against the malignant attacks of certain periodicals, in which illiberal abuse is vented under the guise of impartial criticism. The work is not intended for the tyro, but for those thoroughly acquainted with the moves of the pieces and pawns and laws of the game, whose aim is to become expert players. Mr. Gossip's new book is well printed on toned paper and copiously illustrated with clear diagrams. We heartily wish it success."

5. "Hull Bellman" (Mr. Crake).—"Mr. Gossip's long-expected work on the chess openings is now in the hands of the public, and, we venture to think, will have, on the whole, a favourable verdict passed upon it by impartial critics. It bears the impress of much careful research and laborious analysis; and, although it may not escape censure at some hands, may fairly claim to be the most reliable work of the kind in the English language. The most recent improvements in the method of treating the openings are recorded, and several *débûts*, which have lately come into vogue or been rehabilitated, are given more fully than in other treatises on a similar subject. The different variations are clearly defined, and the letter-press is distinct and pleasant to the eye. Altogether, we think the work is one which will be of great service to the student."

6. "Ipswich Journal."—"This is a learned book on a recondite subject. The author has some reason, we apprehend, for saying as he does in his preface, 'I am fully aware that the publication of the present work will subject me to the malignant attacks

of certain periodicals,' &c. There is much illiberality and conceit in the world, and there are not a few charlatans; but that they should be found in the chess world shocks our sense of the fitness of things. We thought that chess was repressive in its effect on such vulgarities; but Mr. Gossip knows the world of chess, and he is certainly very outspoken. The way that some of the critics are punished is frightful. It is indeed so deterrent on ourselves that we will not attempt to say anything more of the book than that it has been well spoken of by high authorities."

7. New York "Turf, Field, and Farm" (Mr. Delmar).—"The long-promised work on the chess openings by Mr. G. H. D. Gossip has at last made its appearance in England; but it has not, so far as we know, as yet been seen in this country. It is well spoken of by the critics as an improvement on his *Manual*. Mr. Gossip has the ability to produce a work which would be indeed an authority on the openings, and we trust he has exerted himself in the preparation of the one just published to supply a want much felt by all chess players, by giving us the best results of his knowledge and painstaking care. If he has done this, we may be sure the book will be a valuable one; if not, or if, like its immediate predecessor lately published, it be merely a catchpenny collection of others' mistakes, interlarded with its author's own vagaries and eccentricities,* like the latter, it will prove to be a thing of no worth to the purchaser and a delusion and a snare to those who fondly hope to derive benefit from the study of it."

8. "Canadian Spectator." — "On examining Mr. Gossip's *Theory of the Chess Openings*, from a chess point of view, undoubtedly a large amount of right good matter is brought together in a compact, well-arranged, well-printed manner. The Vienna Game and Staunton's opening are both well treated, and we notice several allusions to *Petit*, the *Nuova Rivista*, *Handbuch*, and *Schachzeitung*. This, we think, is applying for information in the right quarters; for the French, Germans, and Italians are devoted to the game and most patient analysts. We strongly recommend Mr. Gossip to prepare a second edition for the press, with alterations and additions in those parts which the well-intentioned criticism of his readers or his own experience have pointed out, and his work will then be such a one as no chess library should be without. We, however, congratulate Mr. Gossip on the opportune appearance of his book at a time when, in consequence of the extinction of *Westminster Papers*, a review of it could not appear in that journal."

9. "Schachzeitung" (Berlin, June 1879).—"A serviceable book worked out with great diligence, which deals in succession with the various chess openings in their main variations. Conscientious use has been made of current chess literature. The *Schachzeitung*,

* Mr. Bird's treatise, to which reference is apparently made, was the immediate predecessor of my *Theory*.—(Author's note.)

in the volume for 1877, p. 349, informed those who might be inclined to subscribe that the work was in contemplation. Now, however, that the book of about 270 pages, neatly got up, has appeared and proves to be well worth attention, we cannot refrain from taking the opportunity to recommend it. The author proceeds with great independence and without the least belief in authorities, and does not in the least scruple to point out errors and weaknesses where great names have done duty for correctness."

10. "Nuova Rivista Degli Scacchi" (April 1879).—"The work on the *Theory of the Chess Openings* by Mr. G. H. D. Gossip, which English chess players expected for a long time past with great interest, has at length appeared. We are enabled to state that the expectations formed of that treatise have not been illusory. In fact, this work, containing the most recent discoveries in the theory of the openings, could not fail to excite a lively interest amongst chess players to whom it is rendered all the more precious by accurate analyses, well-weighed judgments, a clear and precise method, and a typographical nicety and exactitude which leave nothing to be desired. The newspapers praise it highly."

11. "Cincinnati Commercial" (17th May 1879).—"We think Mr. Gossip has made a very fair presentation of the chess openings. He has the advantage of some years in time of publication over other authors, and of this advantage he has availed himself. In the Preface he claims to have made use of the latest analyses contained in the *Schachzeitung*, *City of London Chess Magazine*, *Chess Players' Chronicle*, American chess journals, &c. He attends well to the promise made in the Preface to point out Mr. Wormald's mistakes, as we find his name repeated on a great many pages of the work, and always in connection with some inferior variation of an opening. This, of course, is all the better for readers, and should not cause complaint. The claims of the author as to novelties seem to be justified by an examination of the work. We could find plenty of other points for comment and illustration, and still more for approval, did we not fear to try the patience of our readers. We therefore close by recommending to their favourable consideration this, the latest, and, we believe, a very fair and reliable, exposition of the chess openings."

N.B.—Such are a few only of the favourable reviews of the first edition of the present work, which received the highest praise from the best authorities in England, America, and the Continent. Yet it is never even once referred to in Mr. Bird's latest treatise. Under these circumstances, it is not, perhaps, surprising that I was unable, even with £50 worth of signed orders for copies, to find any publisher willing to undertake the publication of a second edition, although I made strenuous and unceasing efforts to publish it before I sailed for Australia in February 1884. However, *perseverantia omnia vincit*, and I have at length succeeded in bringing out the present work, in spite of incessant opposition, disparagement, and non-recognition.

CONTENTS.

	PAGE
"Brilliancies" in the late New York International and Australian Masters' Tournaments	xiii
Philidor's Defence	1
Petroff's Defence	9
The Scotch Gambit	23
The Ruy Lopez	47
The Double Ruy Lopez and Three and Four Knights' Games	67
The Giuoco Piano	77
The Evans Gambit	85
The Evans Gambit Declined	102
The Two Knights' Defence	112
The Queen's Bishop's Pawn's Game in the King's Knight's Opening	125
The Centre Counter Gambit in the Knight's Opening	130
The Greco Counter Gambit	131
The Centre Gambit	133
The Danish Gambit	138
The King's Bishop's Opening	140
The King's Knight's Gambit	145
The Cunningham Gambit	152
The Salvio Gambit	155
The Muzio Gambit	159

PAGE

The Algaier Gambit 165

The Hampe-Algaier Gambit 182

The King's Bishop's Gambit 183

The King's Gambit Declined 198

The Vienna Game 206

The Queen's Bishop's Pawn's Game 232

The Sicilian 233

The Centre Counter Gambit 242

The French Game 249

The Queen's Gambit and other Irregular Close Openings . 258

From's Gambit 269

The Fianchetto 270

Appendix.—Additions and Rectifications and Supplementary Tables 273

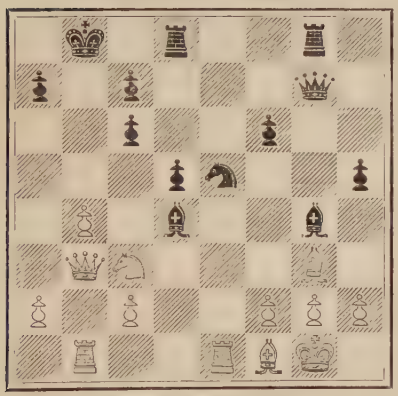
Brilliancy in Chess 335

NEW YORK INTERNATIONAL TOURNAMENT.

POSITION IN GAME IN FIRST ROUND.

SHOWALTER *v.* GOSSIP.

BLACK—G. H. D. GOSSIP.



WHITE—L. SHOWALTER.

On Black's 23rd move the game proceeded :—

23.	P—R 5	**27.**	R P × Q
			R × P ch
24.	B × P	**28.**	K—R 2
	Kt—B 6 ch		B × P
25.	P × Kt	**29.**	B—R 3
	B × P dis ch		R × B ch
26.	B—Kt 3		and mates next move.
	Q × B ch !		

"White's moves were evidently all forced after Black's sacrifice of the Kt on the 24th move. The termination belongs to the most brilliant on record, and reflects the highest credit on Mr. Gossip's ingenuity and depth of calculation."

(From *The International Chess Magazine*, April 1889, p. 127.)
The above note is by Mr. Steinitz, the world's champion.

The above position occurred in a game in the first round of the late New York International Masters' Tournament, between Mr. Showalter, who won the first prize of £50 (250 dols.) in the recent Tournament of the United States Chess Association at St. Louis, without losing a single game,* and the Author. It was generally expected by American chess-players that the special prize of £10 (50 dols.), offered for the best game in the first round of the New York Tourney, would have been awarded

* Pollock won the 2nd prize of £30, and Lipschütz the 3rd prize of £25 in this contest. In the New York Tournament, Lipschütz won the 6th prize of £60, whilst neither Showalter nor Pollock were prize-takers, showing the uncertainty of chess, and especially of tournament play as a true test of skill. The Author defeated Pollock, as well as Bird, in *both rounds*, and made even games with Lipschütz in the New York International Tournament, 1889.

to the Author for this game; but, contrary to expectation, the Committee awarded the prize in question to Mr. Gunsberg for a game won by him of Mr. Mason, and declared to be very inferior to the Author's game by Messrs. Showalter, Mason, S. Lloyd, and a host of other competent critics. Prior to the award, which gave much dissatisfaction, Mr. Lloyd, in the *New York Herald*, wrote as follows :—

Mr. G. D. Gossip, the Australian champion, will leave to-day, by the steamer *Trave*, to take part in the Breslau as well as the Paris chess tournaments. Mr. Gossip did not succeed in getting a prize in the recent international contest; nevertheless he made a good score, and placed some excellent victories on record against the best players. The following game against the Kentucky champion was undoubtedly one of the gems of the meeting, and is undoubtedly superior to the game we gave last Thursday between Weiss and Gunsberg, to which it is said the 50 dols. prize is to be awarded.

And in fact no one was more surprised than Mr. Gunsberg himself at getting this prize, and also the honour, *in addition* to the third prize of £120. We append the games, which are useful to the student as illustrations of the "Scotch Gambit" and the "Giuoco Piano," for comparison :—

(From the *New York Herald* of March 30th, 1889.)

GOSSIP'S BRILLIANT MATE.

The following fine game elicited a hearty round of applause from the spectators when the winner announced a beautiful mate, involving the sacrifice of the Queen and Rook :—

SHOWALTER *v.* GOSSIP.

1. P—K 4	**9.** B—KB 4	**17.** B—Kt 3	**24.** B×P
P—K 4	P—KKt 4 (*b*)	KR—Kt sq (*d*)	Kt—B 6 ch !
2. Kt—KB 3	**10.** B—Q 2	**18.** Q—Q sq	**25.** P×Kt (*f*)
Kt—QB 3	Kt×KP	Kt—Kt 5	B×P dis ch !
3. P—Q 4	**11.** R—K sq	**19.** B—KB sq	**26.** B—Kt 3
P×P	Q—K 2	Kt—K 4	Q×B ch !
4. Kt×P	**12.** Kt—B 3	**20.** P—QKt 4	**27.** P×Q
Kt—KB 3	B—Q 2	B—KKt 5	R×P ch !
5. Kt×Kt	**13.** Q—R 5	**21.** Q—Kt sq	**28.** K—R 2
KtP×Kt	Castles QR	B—Q 5	B×BP !
6. B—Q 3	**14.** B×KtP	**22.** Q—Kt 3	**29.** B—R 3
P—Q 4 (*a*)	P—B 3	P—KR 4 (*e*)	R×B ch !
7. P—K 5	**15.** B—R 4	**23.** QR—Kt sq	**30.** K×R
Kt—Kt 5	Q—Kt 2	P—R 5	R—R sq mate !
8. Castles	**16.** B—R 6 ch (*c*)		
B—QB 4	K—Kt sq		

NOTES FROM THE "NEW YORK CLIPPER."

(*a*) "Brevity and brilliancy" to some purpose. It will be an exhibition of "chess fireworks" indeed, backed by most extraordinary depth of calculation and scientific accuracy of execution that can wrest the 50 dols. prize from this glorious game.

(*b*) The nerve and self-possession which prompted these moves are admirable.

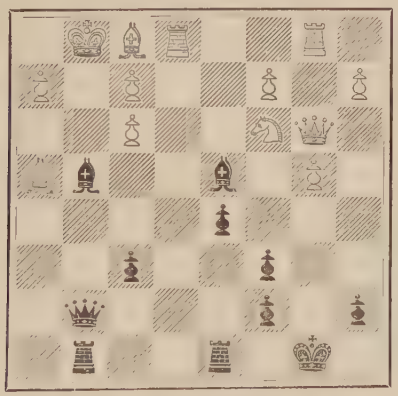
(*c*) White could now rid himself of some of his tormentors by KR×Kt, BP×R; 17. QB×R; but look at that supported central phalanx of Black Pawns. Ugh! However, the fight would be longer.

(*d*) The "anaconda," as they used to say in war times, now makes his coils felt.

(*e*) With one Pawn in, it looks a little as though he meditated giving Kt for two more; but there is no time.

(*f*) We are not quite sure—but the actual mate seems to be delayed if 25. K—R sq. *See* our beautiful Problem:—

WHITE—SHOWALTER.



BLACK—GOSSIP.

Black announces mate in seven moves!

This game was termed by the *New York Clipper* of April 20th 1889, "Mr. Gossip's historically magnificent performance," and the preceding notes are from the chess column of that paper, edited by Miron J. Hazeltine.

The Author's astonishment and disappointment at the award of the Committee was increased from his having been congratulated and assured on all sides that he would have the prize, and his also having been given to understand by Mr. Rudd—one of the

donors—that it would be given to him. Subjoined is the comparatively dull game which obtained the brilliancy prize :—

MASON *v.* GUNSBERG.

1. P—K 4 / P—K 4	**9.** B—QKt 5 / B × B	**16.** P—K 4 / B—Q 2	**23.** R—K sq / R—B 2
2. KKt—B 3 / QKt—B 3	**10.** P × B / P—QR 3	**17.** Kt—B 4 / Kt—B 3	**24.** QR—K 2 / QR—KB sq
3. B—B 4 / B—B 4	**11.** B × Kt ch / P × B	**18.** Kt—K 3 / P—Kt 3	**25.** Kt—K sq / Kt—Q 5
4. P—Q 3 / P—Q 3	**12.** P—QKt 4 / Castles KR	**19.** P—B 4 / Kt—R 4	**26.** R—Q 2 / Q—Kt 4
5. B—K 3 / B—Kt 3	**13.** Castles / Kt—Kt 5	**20.** P—Kt 3 / B—R 6	**27.** Kt on K 3—Kt 2 / B × Kt
6. P—B 3 / Kt—B 3	**14.** Q—K 2 / P—KB 4	**21.** R—B 2 / Kt—Kt 2	**28.** K × B / Q—K 6
7. QKt—Q 2 / Q—K 2	**15.** P × P / B × P	**22.** Q—Kt 2 / Kt—K 3	**29.** K—B sq / Kt—Kt 6
8. P—QR 4 / B—K 3			

Mason resigns.

With regard to the title of "Australian champion," conferred on him in America, the Author desires to state that he never assumed that title, as he came out a point behind Mr. Charlick in the Adelaide Tourney. But as the Author has signally defeated Mr. Crane—the present Australian champion—who could never win a single game of the Author, but who has since beaten Mr. Charlick, he considers he has now some claim to the title.

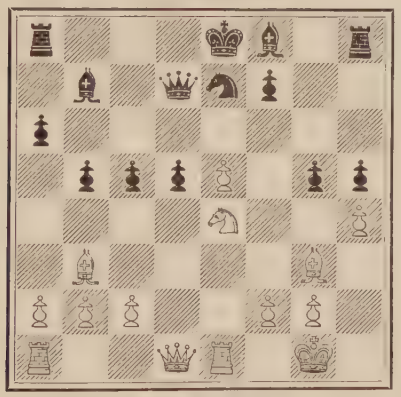
The South Australian Committee at the Adelaide Tournament, however, were more impartial, and had more discrimination. The following is the game which obtained the special brilliancy prize in the first Australian Masters' Tournament. It is also useful to the student as illustrating an important variation of the *Ruy Lopez* opening. Mr. Charlick—the winner of the first prize and Chess Editor of the Adelaide *Observer*—generously remarked in that paper "that the Author's victory was a splendid specimen of skill, depending as it did on the sacrifice of a piece."

GOSSIP *v.* ESLING.

1. P—K 4	**12.** B—R 4	**23.** P×Kt P	**34.** R×B
P—K 4	Q—Q 2	B×P	B×P
2. Kt—KB 3	**13.** Kt—QB 3	**24.** R×KP	**35.** R—B 6 ch
Kt—QB 3	P—Kt 4	Kt—Q 3	B—K 3
3. B—Kt 5	**14.** B—Kt 3	**25.** R—K 5	**36.** P—KB 4
P—QR 3	P—KR 4	B—B 3	K—K 2
4. B—R 4	**15.** P—KR 4	**26.** R×RP	**37.** R—KR 6
Kt—B 3	P—QB 4	Kt×B	P—R 4
5. Castles	**16.** Kt—K 4	**27.** P×Kt	**38.** R—R 5
Kt×P	P×Kt	R—KB sq	K—Q 3
6. P—Q 4	**17.** B×P ch	**28.** R—R 7	**39.** K—B 2
P—QKt 4	K—Q sq	B—QB sq	P—R 5
7. B—Kt 3	**18.** Q×Q ch	**29.** R—K sq	**40.** P—QB 3
P—Q 4	K×Q	K—Q 3	P—Kt 5
8. P×P	**19.** P—K 6 ch	**30.** R—K 8	**41.** P×P
Kt—K 2	K—B 3	B—K 2	P×P
9. R—K sq	**20.** B—K 5	**31.** R—R 8	**42.** R—QR 5
B—Kt 2	B—R 3	R×R at R sq	B—Q 2
10. Kt—Kt 5	**21.** B×R	**32.** R×R	**43.** K—K 3
Kt×Kt	R×B	B—K 3	K—B 3
11. B×Kt	**22.** QR—Q sq	**33.** P Queens	**44.** R×P
P—KR 3	Kt—B 4	B×Q	Resigns

Position after White's 16*th move.*

BLACK—ESLING.



WHITE—GOSSIP.

With regard to Mr. Esling, the Adelaide *Observer* stated "that Mr. Blackburne expressed a very favourable opinion of his skill five years ago, and that a competitor in the Australian Tourna-

ment, qualified to judge, esteemed him stronger than the late Mr. Wisker. Mr. Esling is of German parentage, but Victorian by birth. A few years prior to the Adelaide Tournament, when in Germany, he played a game with the late Professor Anderssen. The latter played his favourite opening, the Evans Gambit, but Mr. Esling won the game after adopting the compromised defence."

The foregoing game, although published with copious notes in all the Australasian chess columns, and in *both* the German *Schachzeitungs*, as well as in the *International Chess Magazine* and American newspapers, did not appear in any London paper.

EXPLANATION OF SYMBOLS USED IN NOTATION.

! A note of exclamation after a move signifies "best."

? A note of interrogation after a move signifies "weak" or "inferior."

$\pm$ above the line means that White has the better game.

$\mp$ below the line that Black has the advantage.

$=$ signifies equal game.

THEORY

OF

THE CHESS OPENINGS.

PHILIDOR'S DEFENCE.

The defence thus named, from having been strongly recommended by Philidor, who endeavoured to establish its validity, first occurs in Lucena's treatise, published two centuries before Philidor's birth. It is not, however, to be commended, since it unnecessarily restrains the action of Black's King's Bishop, and renders the development of his forces difficult. Philidor erroneously relied on his favourite counter-gambit 3. P—KB 4 to turn the attack; but it is shown to be bad in Tables II., III., IV., and V.

TABLE I.

1.	2.	3.
P—K 4	Kt—KB 3	P—Q 4
P—K 4	P—Q 3	P×P

1.	2.	3.	4.	5.
4. Kt×P!	**4.**	**4.** Q×P?		**4.**
Kt—KB 3	P—Q 4	Kt—QB 3!		Kt—KB 3(*f*)
5. Kt—QB 3	**5.** P×P!	**5.** B—QKt 5		**5.** Kt—B 3
B—K 2	Q×P	B—Q 2		Kt—B 3
6. B—Q 3(*a*)	**6.** Q—K 2 ch	**6.** B×Kt		**6.** B—QKt 5
Castles	B—K 2	B×B		B—Q 2
7. Castles(*b*)	**7.** Kt—Kt 5	**7.** B—Kt 5	**7.**	**7.** B×Kt
P—Q 4(*c*)	Kt—QR 3	Kt—B 3!(*e*)	P—B 3?	B×B
8. P—K 5	**8.** QKt—B 3	**8.** B×Kt	**8.** B—K 3	**8.** B—K 3
Kt—Kt 5	Q—Q sq!	Q×B	Kt—K 2	B—K 2
9. P—KB 4	**9.** B—B 4	**9.** Q×Q	**9.** Kt—B 3	**9.** Castles QR
P—QB 4	Kt—B 3	P×Q	Kt—Kt 3	Castles
10. Kt—B 5	**10.** Q—B 4!(*d*)	**10.** Kt—B 3	**10.** Castles(KR)	**10.** Q—B 4—
B×Kt		P—B 4	Q—Q 2	Q—B sq—
11. B×B		**11.** P×P	**11.** P—QKt 4+	
Kt—R 3		KR—KKt sq		
12. B—Q 3+ *D*		**12.** K—B sq		
		Castles (QR)+		

(*a*) 6. P—KB 4 / Castles! 7. B—K 2 / P—QB 4 8. Kt—KB 3 / Kt—QB 3 9. Castles / Q—Kt 3 10. K—R sq / B—KKt 5 11. P—KR 3 / B×Kt 12. B×B / Kt—Q 5 13. P—KKt 4 also yields White the better game.

(*b*) 7. P—KB 4 / B—KKt 5 8. Kt—KB 3 / P—QB 3 9. P—KR 3+ (Morphy and De Rivière).

(*c*) If 7. ____ / Kt—K sq 8. P—KB 4+ or if 7. ____ / P—QB 4 8. KKt—K 2 / Q—Kt 3 9. K—R sq followed by 10. P—KB 4 with an excellent game (Steinitz).

(*d*) Black's best reply, in Steinitz's opinion, is 10. ____ / Castles giving up the pawn; for if 10. ____ / P—QB 3 11. R—Q sq gives White a fine attack.

(*e*) Steinitz, the *Handbuch*, and *Theorie und Praxis* all declare this to be Black's best move.

(*f*) Either 4. ____ / B—K 3 or 4. ____ / B—Q 2 are inferior.

TABLE II.

1. P—K 4 P—K 4 **2.** Kt—KB 3 P—Q 3 **3.** P—Q 4 P—KB 4 ?

1.	2.	3	4.	5.
4. P×KP ! BP×P				
5. Kt—Kt 5 P—Q 4 *D*				
6. QKt—B 3 ! P—B 3		**6.** P—K 6 B—QB 4 (*b*) *D*		
7. P—K 6 KKt—R 3		**7.** Kt×KP B—K 2 (*c*)	**7.** Kt—B 7 Q—B 3	**7.** QKt—B 3 ? Q—B 3 !
8. KKt×KP P×Kt	**8.** B×P	**8.** Q—Kt 4 ! P—Kt 3 (*d*)	**8.** B—K 3 P—Q 5	**8.** B—Kt 5 ch P—B 3
9. Q—R 5 ch P—KKt 3	**9.** B×Kt P×B	**9.** Q—B 4 B×P	**9.** B—KKt 5 Q—B 4	**9.** Castles P—K 6 !
10. Q—K 5 R—Kt sq	**10.** Q—R 5 ch K—Q 2	**10.** Q—K 5 +	**10.** Kt×R Q×B	**10.** Kt×QP Q×Kt
11. QB—KKt 5 Q—Q 3 (*a*)	**11.** Castles (QR) Q—K 2		**11.** Kt—B 7 ! Q—Kt 3	**11.** Kt—B 7 ch K—K 2
12. R—Q sq +	**12.** B—B 4 K—B sq		**12.** Kt—K 5 +	**12.** Kt×R P×B +
	13. KR—K sq +			

(*a*) If 11. B—Q 3 12. R—Q sq + or if 11. Q—Kt 3 12. Castles (QR) + or if, lastly, 11. Kt—Kt 5 12. Q—B 4 winning in each case.

(*b*) If 6. KKt—R 3 7. QKt—B 3 brings about the same position as in the first column on this page. In reply, however, to 6. QKt—B 3 ! if Black play 6. B—QKt 5 instead of 6. P—B 3 White wins by 7. P—K 6 P—Q 5 (if 7. KKt—R 3 8. Q—R 5 ch +) 8. Kt—B 7 9. P—QR 3 &c. Q—B 3

(*c*) If 7. B—Kt 3 8. B—KKt 5 + or if 7. P×Kt 8. Q—R 5 ch &c.

(*d*) If 8. K—B sq 9. Q—B 5 ch Kt—B 3 10. Kt—Kt 5 +

TABLE III.

1. P—K 4	2. Kt—KB 3	3. P—Q 4
P—K 4	P—Q 3	P—KB 4

1.	2.	3.	4.
4. Kt—QB 3	**4.**	**4.**	**4.**
P×QP !	P×KP ?	Kt—QB 3 ?	Kt—KB 3 ?
5. Q×P	**5.** QKt×P	**5.** B—QKt 5	**5.** QP×P
QKt—B 3 !	P—Q 4	P×KP (*a*)	Kt×P
6. B—QKt 5	**6.** KKt×KP	**6.** QKt×P	**6.** Kt×Kt
P×P	P×QKt	P—Q 4	P×Kt
7. Kt×P	**7.** Q—R 5 ch	**7.** Kt×P	**7.** Kt—Kt 5
Kt—B 3	P—Kt 3	P×Kt	P—Q 4
8. B—Kt 5	**8.** Kt×P	**8.** Kt×Kt	**8.** P—K 6
B—K 2	Kt—KB 3	P×Kt	B—B 4
9. Castles	**9.** Q—K 5 ch	**9.** B×P ch	**9.** Kt×KP
Castles	K—B 2	B—Q 2	P×Kt
10. B×QKt	**10.** B—B 4 ch	**10.** Q—R 5 ch	**10.** Q—R 5 ch
P×B	K—Kt 2	P—Kt 3	P—Kt 3
11. B×Kt—	**11.** Kt×R	**11.** Q—K 5 ch +	**11.** Q×B
P×B—	K×Kt		Kt—B 3
	12. B—KKt 5		**12.** B—KB 4
	B—KKt 2		B×P
	13. B×Kt		**13.** B—QKt 5
	B×B		Q—Q 4
	14. Q×KP		**14.** Q×Q
	Kt—B 3		B×Q
	15. Castles (QR) +		**15.** B×P +

(*a*) If 5. Kt—B 3 6. P×KP KKt×P 7. Kt×Kt P×Kt 8. Kt—Q 4 K—B 2 9. Kt×Kt P×Kt 10. B×P R—QKt sq
11. B×P &c.

TABLE IV.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / P—Q 3 **3.** P—Q 4 / P—KB 4

1.	2.	3.	4.	5.
4. B—QB 4(*a*) / QKt—B 3				
5. QP×KP! / QP×KP		**5.** Kt—Kt 5? / Kt—KR 3		
6. Q×Q ch / Kt×Q	**6.** K×Q	**6.** P—Q 5! / Kt—QKt sq!	**6.** Kt—K 2?	
7. P×P! / P—K 5	**7.** B—Kt 5 ch / Kt—B 3	**7.** QKt—B 3 / P×P	**7.** Kt—QB 3 / P×P	**7.** P—B 3
8. Kt—Kt 5 / B×P	**8.** Kt—B 3 / B—Q 3 (*b*)	**8.** QKt×P— / B—B 4—	**8.** QKt×P / B—Kt 5	**8.** P—B 4 (*d*) / P×QP
9. Castles / Kt—KB 3	**9.** Castles(QR) / P×P		**9.** B—Kt 5 ch / P—B 3	**9.** P×QP / P—K 5
10. R—K sq+	**10.** Kt—Q 2! / QB—Kt 5		**10.** P×P / P×P	**10.** B—Kt 5 ch / B—Q 2
	11. QR—K sq+(*c*)		**11.** Kt×P ch / K—Q 2	**11.** Kt—K 6+
			12. Q—Q 3+	

(*a*) The same position is brought about by the simple transposition of moves 3. B—B 4 / P—KB 4 4. P—Q 4.

(*b*) If 8. P—KR 3 9. R—Q sq ch / B—Q 3 10. B×Kt ch / P×B 11. KKt—R 4 &c. (Steinitz).

(*c*) White has a slight advantage only (Steinitz).

(*d*) Steinitz gives 8. P—B 4 / KP×P 9. B×P / Kt—Kt 3 10. Q—R 5 / Q—B 3 11. Castles (KR / P×KP

(if 11. Q—Q 5 ch 12. K—R sq / Q×B 13. Kt×RP+) 12. P—KR 3 / B—B 4 13. B—K 3 / Q—K 4

14. P×P+

TABLE V.

1. P—K 4	2. Kt—KB 3	3. P—Q 4
P×K 4	P—Q 3	P—KB 4

1.	2.	3.	4.	5.
4. B—QB 4 P×KP				
5. Kt×P P—Q 4				**5.** P×Kt
6. Q—R 5 ch P—Kt 3				**6.** Q—R 5 ch K—Q 2
7. Kt×P Kt—KB 3				**7.** Q—B 5 ch K—B 3
8. Q—K 5 ch B—K 2 *D*				**8.** Q×P (K 5) P—QR 3
9. Kt×R! P×B			**9.** Q×B ch Q×Q	**9.** P—Q 5 ch K—Kt 3
10. Kt—B 3! Kt—B 3			**10.** Kt×Q K×Kt	**10.** B—K 3 ch +
11. Q—KKt 5! B—K 3	**11.** Q×P	**11.** Kt×P	**11.** B—K 2 R—Kt sq	
12. Castles Q—Q 2	**12.** Kt—Kt 5 Q—Q sq	**12.** Castles B—K 3!	**12.** P—KKt 3+	
13. P—Q 5 B×P	**13.** B—B 4+	1 R—Q sq Q—Q 2		
14. R—Q sq+		**14.** B—K 3 P—B 4		
		15. Kt×Kt 5 Q×Kt		
		16. B×Kt+		

TABLE VI.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / P—Q 3 **3.** B—B 4*

1.	2.	3.	4.	5.
3.	**3.**	**3.**	**3.**	**3.**
B—K 2	B—K 3	P—KB 4	KKt—B 3	P—QB 3
4. P—B 3	**4.** B×B	**4.** P—Q 3 (*c*)	**4.** Kt—Kt 5	**4.** P—Q 4
P—QB 3	P×B		P—Q 4	P—Q 4
5. Castles	**5.** P—B 3		**5.** P×P	**5.** P×QP
Kt—B 3	QKt—B 3		Kt×P	P—K 5
6. P—Q 3	**6.** Q—Kt 3		**6.** P—Q 4	**6.** Kt—K 5
Castles	Q—B sq		P×P	P×P
7. B—Kt 3	**7.** Castles		**7.** Q—B 3	**7.** B—Kt 5 ch
B—Kt 5	Kt—B 3		Q—K 2 ch	B—Q 2
8. P—KR 3	**8.** Kt—Kt 5		**8.** K—Q sq+	**8.** Q—R 5
B—R 4 (*a*)	K—K 2 (*b*)			P—Kt 3
9. P—KKt 4+	**9.** Kt×KP			**9.** Kt×Kt P
	Q×Kt			BP×Kt
	10. Q×P+			**10.** Q—K 5 ch
				K—B 2
				11. Q×P ch
				K—Kt 2
				12. Q×Kt P
				Q—Kt 3
				13. Q×R
				B×B
				14. Q×KP
				Kt—KB 3 (*d*)

* Considered as good as 3 P—Q 4 by Steinitz.

(*a*) If 8. B×Kt 9. Q×B followed soon by P—KKt 3, Q—K 2, K—Kt 2 and P—KB 4, &c.

(*b*) Steinitz gives also 8. Kt—Q sq 9. P—Q 3 P—KR 3 10. Kt—R 3 P—Q 4 11. K—R sq Kt—B 3 12. P—B 3 B—B 4 13. Kt—Q 2 Castles 14. Q—B 2 followed by Kt—Kt 3 and B—Q 2, &c.

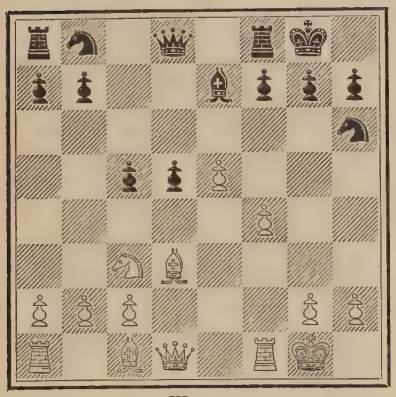
(*c*) If 4. P—Q 4, *see* Table V. By 4. P—Q 3, as above, White has a position like the King's Gambit Declined, with a move ahead, and Black's Bishop shut in (Steinitz).

(*d*) Continued 15. Q—B 3 Kt—B 3 16. P—QB 3 Kt×P 17. P×Kt B—Kt 5 ch 18. Kt—B 3 R—K sq ch and contrary to the *Handbuch*, Steinitz prefers Black's game.

TABLE I.

Column 1.—Position after White's 12th move.

BLACK.

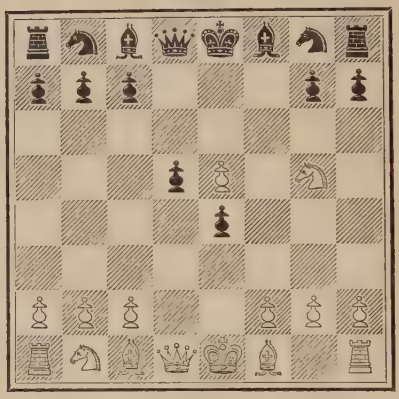


WHITE.

TABLE II.

Column 1.—Position after Black's 5th move.

BLACK.

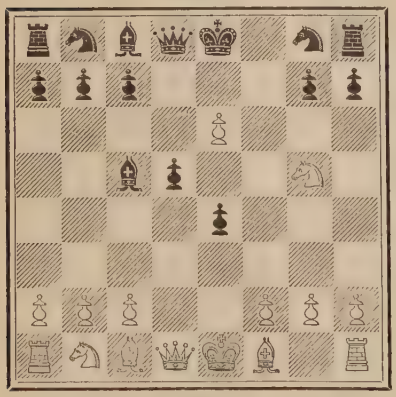


WHITE.

TABLE II.

Column 3.—Position after Black's 6th move.

BLACK.

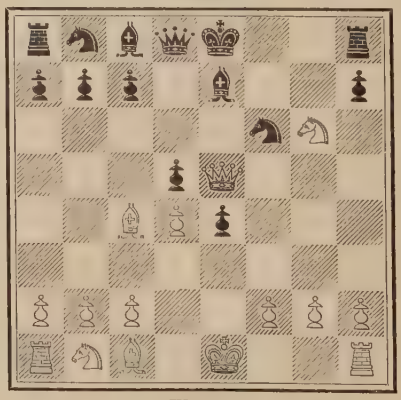


WHITE.

TABLE V.

Column 1.—Position after Black's 8th move.

BLACK.



WHITE.

PETROFF'S DEFENCE.

This defence, by which the second player leaves the King's Pawn unprotected, was first noticed by Lucena (1595) and Damiano. Subsequent writers, viz. Greco, Ponziani, Walker, Lewis, and others have also made it the subject of their investigations; but for a thorough analysis of the *début* we are indebted to Herr Steinitz; the Russian masters, Petroff and Jaenisch and their successors having overlooked the force of White's 3rd move 3. P—Q 4. The theory of the opening is in fact revolutionized, and there can be no doubt that the defence of 2. Kt—KB 3, although preferable to Philidor's defence, is very inferior to the old classical defence of 2. Kt—QB 3. The old attack of 3. Kt × P, favoured by Morphy, Löwenthal, and the *Handbuch*, has been completely upset by Steinitz's recent analyses; and so far from White obtaining any advantage by that line of play, as was formerly supposed, he can only at best equalise matters; whereas by Steinitz's new move of 3. P—Q4, the first player secures a manifest and ultimately, we believe, a winning superiority.

TABLE VII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—KB 3 **3.** P—Q 4!

1.	2.	3.	4.	5.
3. Kt×P!				
4. B—Q 3 / P—Q 4				
5. Kt×P! / P—QB 4			**5.** B—Q 3	
6. B—Kt 5 ch / B—Q 2			**6.** Castles! (*b*) / Castles	
7. Kt×B / Kt×Kt			**7.** P—QB 4 / P—QB 3	
8. Castles *D* / P—QR 3	**8.** P—B 5	**8.** P×P	**8.** QKt—B 3! / Kt×Kt	
9. B×Kt ch / Q×B	**9.** Q—K 2 / Q—K 2	**9.** Q×P / KKt—B 3 (*a*)	**9.** P×Kt / B×Kt	**9.** P—KB 3
10. P—KB 3 / Kt—B 3	**10.** R—K sq+	**10.** R—K sq ch / B—K 2	**10.** P×B / B—K 3	**10.** Q—R 5 / P—KR 3
11. R—K sq ch / K—Q sq		**11.** Kt—B 3 / P—QR 3	**11.** Q—R 5 / P—KKt 3	**11.** B×P / P×Kt
12. B—Kt 5 / B—K 2		**12.** B—R 4 / P—QKt 4	**12.** Q—R 6 / Kt—Q 2	**12.** B—KKt 5 / Q—K sq
13. Kt—B 3+		**13.** B—Kt 3 / Kt—Kt 3	**13.** B—Kt 5 / P—B 3	**13.** B—R 7 ch / K—R sq
		14. B—Kt 5 / Castles	**14.** KB×KtP+ / RP×B	**14.** B—Kt 6+
		15. R×B+	**15.** Q×P ch / K—R sq	
			16. P×P+	

(*a*) If 9. P—QR 3 10. Q×QP &c.

(*b*) In his *Modern Chess Instructor*, p. 123, Steinitz gives an elaborate analysis of this *début* with subvariations showing this move to be preferable to 6. P—QB 4 on account of Black's rejoinder 6. P—QB 3

TABLE VIII.

1. P—K 4	**2.** Kt—KB 3	**3.** P—Q 4
P—K 4	Kt—KB 3	Kt×P !

1.	2.	3.
4. B—Q 3		
P—Q 4		
5. Kt×P	**5.**	
B—K 2	B—K 3	
6. Castles	**6.** Q—K 2 !	
Castles	Kt—Q 3 (*c*)	
7. B×Kt (*a*)	**7.** Castles	
P×B	B—K2	
8. Kt—QB 3	**8.** R—K sq !	**8.**
P—KB 3 (*b*)	Q—B sq !	Castles
9. Kt—B 4	**9.** Kt—QB 3	**9.** Kt×P
P—KB 4	Castles	B×Kt
10. B—B 4+	**10.** Q—R 5	**10.** Q×B
	P—KB 4	R—K sq
	11. Kt—K 2+	**11.** Q×Q+

(*a*) Steinitz says either R—K sq or Q—K 2 may also be played with advantage here.

(*b*) If 8. P—KB 4 9. P—B 3 P×P 10. R×P+ (Steinitz).

(*c*) If 6. P—KB 4 7. B×Kt BP×B 8. Q—Kt 5 ch+ (Steinitz).

TABLE IX.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—KB 3 **3.** P—Q 4 ! / P×P ?

1.	2.	3.	4.	5.
4. P—K 5 / Kt—K 5			**4.** / Q—K 2	
5. Q—K 2 / B—Kt 5 ch	**5.** / Kt—B 4		**5.** B—K 2 / Kt—Kt 5	
6. K—Q sq / P—Q 4 (*a*)	**6.** Kt×P / B—K 2		**6.** Castles / Kt×KP	**6.** / P—QB 4
7. P×P *en pass.* / P—KB 4	**7.** Kt—QB 3 / Kt—K 3	**7.** / Castles	**7.** R—K sq / K—Q sq	**7.** R—K sq / Kt—QB 3
8. P×P ! / Q×P	**8.** Kt×Kt / QP×Kt (*b*)	**8.** B—KB 4 / P—Q 3 (*c*)	**8.** Kt×P+	**8.** Kt×P / KKt×KP
9. Kt×P+	**9.** Q—Kt 4+	**9.** Castles (QR) / P—QB 3		**9.** Kt×Kt / QP×Kt
		10. K—Kt sq+		**10.** P—KB 4 / Kt—Kt 3
				11. B—Q 3 / B—K 3
				12. P—B 5+

(*a*) If 6. / Kt—QB 4 7. B—Kt 5+ (Steinitz)

(*b*) If 8. / BP×Kt 9. Q—R 5 ch / P—Kt 3 10. Q—Kt 4 (Steinitz).

(*c*) If 8. / P—Q 4 9. Castles QR &c

TABLE X.

1. P—K 4	2. Kt—KB 3	3. Kt×P ?
P—K 4	Kt—KB 3	P—Q 3

1.	2.	3.	4	5.
4. Kt—KB 3				
Kt×P				
5. P—Q 4 !				
P—Q 4				
6. B—Q 3 *D*		**6.**		
B—K 2 (*a*)		Kt—QB 3 ? (*d*)		
7. Castles	**7.**	**7.** Castles		
Castles (*b*)	Kt—QB 3	B—K 2		
8. P—QB 4	**8.** P—QB 4	**8.** P—B 4		**8.**
Kt—KB 3 !	Kt—KB 3 !	B—KKt 5		B—K 3
9. P×P	**9.** P—KR 3	**9.** Kt—B 3		**9.** R—K sq !
Kt×P	B—K 3	Kt×Kt		Kt—B 3
10. Kt—B 3	**10.** Q—Kt 3	**10.** P×Kt		**10.** P—B 5
B—K 3	P×P	Castles		Castles
11. Kt—K 5—	**11.** B×P !—(*c*)	**11.** R—Kt sq		**11.** Kt—B 3
P—QB 4—		R—Kt sq		B—Kt 5
		12. R—K sq	**12.**	**12.** B—K 3
		R—K sq	B—K 3	Q—Q 2
		13. P×P	**13.** Q—B 2	**13.** P—QR 3
		Q×P	P—KR 3	QR—Q sq
		14. B—KB 4	**14.** B—B 5	**14.** P—Kt 4
		Q—Q sq	B×B	P—QR 3
		15. P—Q 5+	**15.** Q×B+	**15.** R—Kt sq +

(*a*) Declared best by Steinitz, and Suhle, and Neumann.

(*b*) Jaenisch gives 7. Kt—QB 3

(*c*) The *Handbuch* gives the bad move 11. Q × Kt P which gives Black the advantage by the rejoinder 11. B—Q4 12. B × P Kt—QR 4 13. B—Kt 5 ch P—B 3 &c.

(*d*) Declared best by the *Handbuch*, but shown to be bad by Steinitz.

TABLE XI.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—KB 3 **3.** Kt×P? / P—Q 3

1.	2.	3.	4	5
4. Kt.—KB 3 / Kt×P				
5. P—Q 4 / P—Q 4				
6. B—Q 3 / Kt—QB 3 ?		**6.** / B—Q 3		
7. Castles / B—K 2		**7.** Castles / Castles		
8. R—K sq / Kt—Q 3		**8.** P—B 4 / B—K 3		
9. Kt—B 3 / B—K 3	**9.** / Kt—B 4	**9.** Q—B2 / P—KB 4 *		
10. Kt—K 2 / Castles	**10.** B—QKt 5 / Castles	**10.** P—B5 !	**10.** Q—Kt 3? / P×P	
11. Kt—B 4 / Q—B sq (*a*)	**11.** B×Kt / P×B		**11.** Q×Kt P / QKt—B 3 !	**11.** / B×P ch?
12. P—B 3+	**12.** Kt—K 5 / B—Q 2		**12.** B×Kt (*b*) / P×B	**12.** Kt×B / B—Q 4
	13. Kt—R 4+		**13.** Kt—Kt 5 / B—Q4	**13.** KB×P / B×B
			14. Kt—QB 3 / R—Kt sq+	**14.** Q×R / Q×P
				15. Q—Kt 7+

(*a*) If 11. / Kt—B4 12. R×B &c.

(*b*) If 12. Q×Kt / P×B 13. Q—Kt 5 / P—Q 7 14. QKt×P / R—Kt sq 15. Q—Q 3 / Kt×Kt 16. Kt×Kt / B—Q 4+

* Black may also safely play, we think, 9. Kt—KB 3 here.

TABLE XII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—KB 3 **3.** Kt×P? / P—Q 3

1.	2.	3.	4	5.
4. Kt—KB 3 / Kt×P				
5. P—Q 4 / P—Q 4				
6. B—Q 3 *D* / P—QB 4			**6.** / Kt—Q 3	**6.** / Kt—KB 3
7. Castles! / P×P	**7.** / P—B 5	**7.** P—B 4? / P×QP	**7.** Castles! / B—K 2 (*a*)	**7.** Castles / B—K 2
8. R—K sq / P—KB 4	**8.** B×Kt / P×B	**8.** Castles / Kt—KB 3	**8.** Kt—K 5 / Castles	**8.** Kt—K 5+
9. Kt—K 5 / B—K 3	**9.** R—K sq / P—B 4	**9.** Kt×P / P×P	**9.** P—KB 4+	
10. B—Kt 5 ch / B—Q 2	**10.** Kt—K 5 / B—K 3	**10.** B×P— / B—K 2—		
11. Kt×B / Kt×Kt	**11.** Q—R 5 ch / P—KKt 3			
12. P—KB 3+	**12.** Kt×P / B—B 2			
	13. Q×BP / B×Kt			
	14. Q—K 5 ch+			

(*a*) If 7. / B—Kt 5 8. Q—K sq ch followed by Kt—K5. If 7. / B—B 4 8. B×B / Kt×B
9. Q—K 2 ch / B—K2 10. Q—Kt 5 ch+ (Steinitz).

TABLE XIII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—KB 3 **3.** Kt×P ?

1	2.	3.	4
3. Q—K 2 !	**3.** Kt×P ?		
4. Kt—KB 3 (*a*) / Kt×P !	**4.** Q—K 2 / Q—K 2		
5. B—K 2 / Q—Qsq	**5.** Q×Kt / P—Q 3		
6. Castles / B—K 2	**6.** P—Q 4 / P—KB 3		
7. R—K sq— / Castles —	**7.** P—KB 4 / Kt—Q 2		
	8. Kt—QB 3 *D* / QP×Kt	**8.** BP×Kt	
	9. Kt—Q 5 / Q—Q 3	**9.** Kt—Q 5 ! / Kt—B 3	**9.** BP×P / P×P
	10. QP×P / P×P	**10.** Kt×Q / Kt×Q	**10.** Kt—Q 5 / Kt—KB 3
	11. P×P / Q—QB 3	**11.** Kt—Q 5 / K—Q sq	**11.** B—Kt 5 ch / P—B 3
	12. B—QKt 5 / Q—B 4	**12.** B—Q 3 / P—B 3	**12.** Kt×Kt ch / P×Kt
	13. P—QKt 4 +	**13.** B×Kt / P×Kt	**13.** B×P ch +
		14. B×QP / P×QP	
		15. B—Q 2 +	

(*a*) If 4. P—Q 4 / P—Q 3 5. Kt—KB 3 / Q×P ch 6. B—K 2 / B—KB 4 7. P—B 3 / P—B 3 equal game (Steinitz). Steinitz objects to 7. P—B 4 for White; but after 7. P—B 4 / B—K 2 8. Castles / Castles 9. Kt—QB 3 ! White appears to have an excellent game. White may, however, play 5. Kt—Q 3 [in this variation, *e.g.* 5. Kt—Q 3 / Kt×P ! 6. B—K 2 / P—Q 4 7. Castles / Q—Q sq 8. Kt—K 5 equal game. / B—K 2

TABLE XIV.

1. P—K 4	2. Kt—KB 3	3. B—B 4
P—K 4	Kt—KB 3	Kt×P

1.	2.	3.	4.	5.
4. Kt—B 3				
Kt×Kt				
5. QP×Kt				**5.**
P—KB 3				P—Q 3?
6. Castles				**6.** Kt×P
Q—K 2!				Q—K 2!
7. R—K sq! *D*	**7.** Kt—R 4?	**7.**	**7.**	**7.** B×P ch
P—B 3?	P—B 3	P—KKt 3	P—Q 3	K—Q sq
8. R×P! (*a*)	**8.** Q—R 5 ch	**8.** K—R sq	**8.** P—B 4	**8.** Castles
P×R	K—Q sq	P—QB 3+	B—K 3+	Kt—Q 2
9. B—KKt 5	**9.** B—K 3 (*b*)			**9.** Kt×Kt
Q—B 4!	P—Q 4			Q×B
10. Q—K 2	**10.** QR—Q sq			**10.** Kt—K 5
P—Q 4!	B—K 3+			Q—B 4
11. Kt×P				**11.** R—K sq
B—K 3				B—K 3
12. Kt—Kt 6				**12.** Kt—B 3
K—Q 2				Q—Kt 3
13. P—QKt 4!				**13.** Kt—Kt 5
Q—Kt 3!				B—Kt sq
14. R—K sq				**14.** Q—Kt 4+
P—B 4				
15. B—Kt 5 ch or B×P +				

(*a*) For once we venture to differ *toto cœlo* with Steinitz, who, on p. 131 of his *Modern Chess Instructor*, says this attack is not lasting enough for such a heavy sacrifice; and we agree with Mr. W. T. Pierce, who furnished us with the above analysis (given on p. 189 of our first edition), which proves that White has a winning attack. Mr. Steinitz's analysis is faulty on the 13th move, where, in lieu of 13. P—QKt 4, as above, he gives the very inferior move 13. R—K sq, and erroneously observes "that it is obviously White's best chance of continuing the attack, and that if 13. Kt×R, Q×B and wins." It is seldom, indeed, that we venture to differ with the Champion; but here we think he is "a busted community," and challenge him to show any means of salvation for Black. If 13. P—QKt 4 13. ——— 14. Kt—K 5 ch wins.
Q×B

(*b*) If 9. Kt—Kt 6 10. B—Q 3
Q—K sq B—K 2 and wins. For the best continuation for Black after White's 7th move (R—K sq) in col. 1 of this Table, *see* Table XVI., cols. 1 and 2.

TABLE XV.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—KB 3 **3.** B—B 4 / Kt×P

1.	2.	3.	4.	5.
4. Kt—B 3 / Kt×Kt				
5. QP×Kt / P—KB 3				**5.** —— / P—Q 3 ?
6. Castles (*a*) *D* / Q—K 2 !	**6.** —— / Kt—QB 3 ?	**6.** —— / P—KKt 3 ?	**6.** —— / P—Q 3 ?	**6.** Kt×P / Q—K 2 !
7. Kt—Q 4 ? / Q—B 4	**7.** Kt—KR 4 / Q—K 2 !	**7.** R—K sq / P—Q 3	**7.** Kt—KR 4 / P—KKt 3	**7.** B×P ch / K—Q sq
8. Q—K 2 / P—Q 4 +	**8.** Kt—B 5 / Q—B 4	**8.** Kt—Kt 5 / P×Kt	**8.** P—B 4 +	**8.** Castles / Q×Kt
	9. B—Kt 3 / P—Q 4	**9.** R×P ch +		**9.** R—K sq / B—Kt 5 (*b*)
	10. B—K 3 / Q—R 4			**10.** R×Q / B×Q
	11. Kt—R 4 / B—K 3			**11.** B—Kt 5 ch / K—B sq
	12. Q—R 5 ch— / B—B 2—			**12.** R×B +

(*a*) If 6. Kt—R 4 / P—KKt 3 7. Castles / Q—K 2 + or if 6. Kt×P / Q—K 2 +

(*b*) 9. —— / Q—B 3 10. R—K 8 ch / K—Q 2 11. Q—Kt 4 ch / K—B 3 12. B—Q 5 ch / K×B 13. Q—K 4 ch / K—B 4 14. B—K 3 ch / K—Kt 4 15. P—R 4 ch + (Staunton).

TABLE XVI.

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4
P—K 4	Kt—KB 3	Kt×P

1.	2	3.	4.	5.
4. Kt—B 3		**4.** Kt×P	**4.** Q—K 2	
Kt×Kt		P—Q 4	P—Q 4	
5. QP×Kt		**5.** B—Kt 3	**5.** Kt×P	
P—KB 3		Q—Kt 4	B—K 3!	
6. Castles		**6.** Castles	**6.** P—Q 3	**6.** B—Kt 3
Q—K 2! *D**		Q×Kt	Kt×P	Q—Kt 4
7. R—K sq!	**7.**	**7.** R—K sq	**7.** B—Kt 5 ch	**7.** Q—Kt 5 ch
Kt—B 3!	P—Q 3	B—QB 4	P—B 3	P—B 3
8. Kt—Q 4	**8.** Kt—KR 4	**8.** Q—K 2	**8.** K×Kt	**8.** Q×Kt P
Kt×Kt	Kt—QB 3	B—KKt 5	Q—Kt 3 ch+	Q×Kt P
9. P×Kt	**9.** P—KB 4	**9.** Q×B		**9.** R—B sq
P—Q 3	B—Q 2	B×P ch		B—R 6
10. P×P	**10.** Q—R 5 ch	**10.** K—B sq		**10.** Q×KBP ch
QP×P+(*a*)	K—Q sq	B×R		K—Q sq
	11. Kt—Kt 6	**11.** Q—B 8 ch		**11.** B—B 4
	Q—K sq	K—K 2		B—QB 4+(*c*)
	12. B—Q 3	**12.** Q×R		
	B—K 2+	Kt—Kt 6 ch		
		13. P×Kt		
		B×P+ (*b*)		

* *See* Diagram, Table XIV., col. 1, where the same position occurs.

(*a*) This variation is given by the *Schachzeitung*, and appears to be the best continuation, and possibly the safest one to establish the correctness of Black's fourth move.

(*b*) From the *Handbuch*.

(*c*) From the *Modern Chess Instructor*.

TABLE XVII.

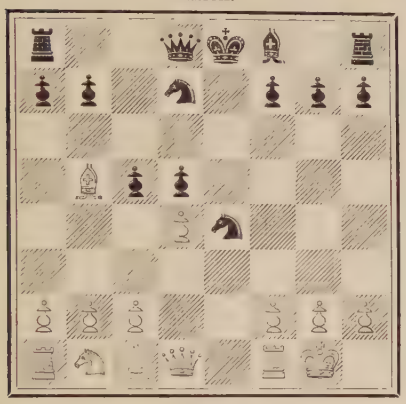
1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4
P—K 4	Kt—KB 3	Kt×P

1.	2.	3.
4. Kt—B 3 P—Q 4	**4.** Kt—KB 3	
5. B×P Kt—KB 3	**5.** Kt×P P—Q 4	
6. B—Kt 3 B—Q 3	**6.** Q—K 2 B—K 2	**6.** B—Kt 3— P—B 3!—
7. P—Q 3 Castles	**7.** B—Kt 3— Castles—	
8. P—KR 3—		

TABLE VII.

Columns 1, 2, and 3.—Position after White's 8th move.

BLACK.

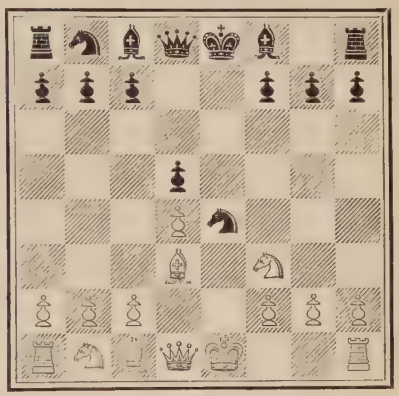


WHITE.

TABLE X.

Columns 1, 2, and 3.—Position after White's 6th move.

BLACK.

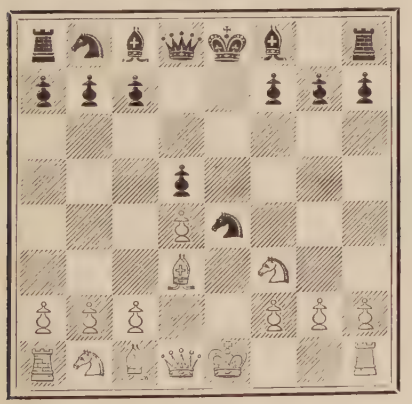


WHITE.

TABLE XII.

Columns 1, 4, and 5.—Position after White's 6th move.

BLACK.

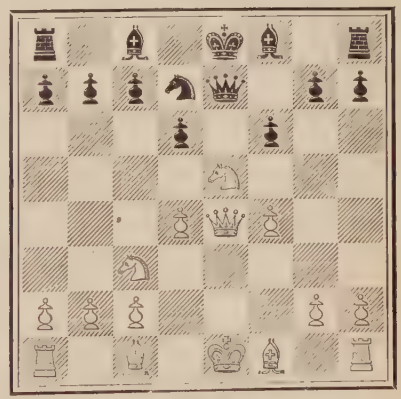


WHITE.

TABLE XIII.

Columns 2 and 3.—Position after White's 8th move.

BLACK.

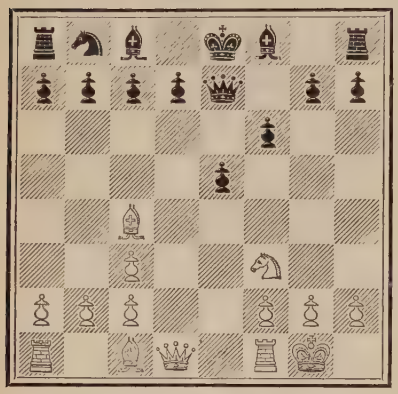


WHITE.

TABLE XIV.

Column 1.—Position after Black's 6th move.

BLACK.

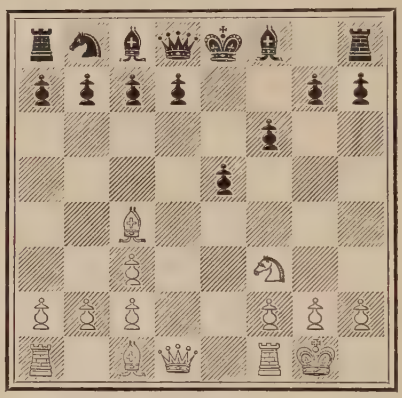


WHITE.

TABLE XV.

Columns 1, 2, 3, and 4.—Position after White's 6th move.

BLACK.

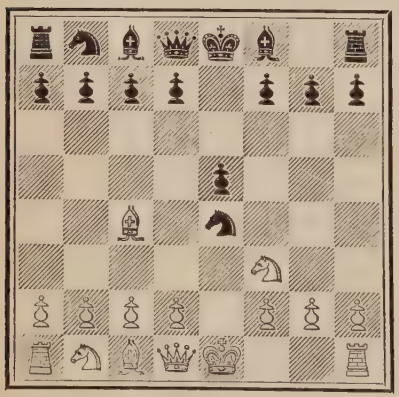


WHITE.

TABLE XVI.

Position after Black's 3rd move.

BLACK.

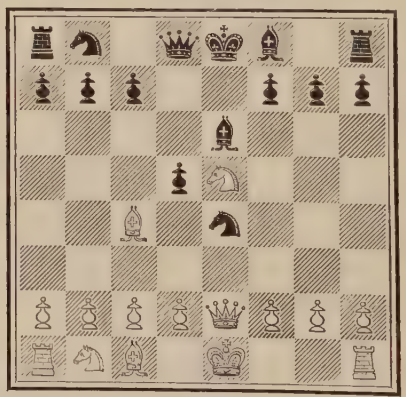


WHITE.

TABLE XVI.

Column 4.—Position after Black's 5th move.

BLACK.



WHITE.

THE SCOTCH GAMBIT,

so called from its being first brought prominently into notice in a match by correspondence between Edinburgh and London in 1826, is a safe and strong *début*.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—Q 4 / P×P **4.** Kt×P

CLASSIFICATION OF DEFENCES.

I. First Defence. **4.** Q—R 5 **5.** Kt—QB 3, and **5.** Kt—Kt 5 Tables XVIII. and XIX.

5. Kt—Kt 5 (continued) Table XX.

5. Q—Q 3, and **5.** Kt—KB 3 Tables XXI., XXII., and XXIII.

Second Defence. **4.** B—B 4 **5.** B—K 3 Tables XXIV., XXV., XXVI., XXVII., XXVIII., XXIX., and XXX.

5. Kt—B 5, **5.** Kt×Kt, and **5.** Kt×QKt 3 Tables XXXI. and XXXII.

Third Defence. **4.** Kt×Kt **5.** Q×Kt, and second attack **4.** P—QB 3 Table XXXIII.

Fourth Defence. **4.** Kt—KB 3 **5.** QKt—B 3, and **5.** Kt×Kt Tables XXXIV., XXXV. and XXXVI.

Third Attack. **4.** B—B 4, **4.** B—B 4 Table XXXVII.

4. Q—B 3

4. B—Kt 5 ch and **4.** P—Q 3 } Table XXXVIII.

II. **1.** P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—Q 4 / Kt×P **4.** Kt×P, and Kt×Kt Table [XXXIX.

TABLE XVIII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—Q 4 / P×P

1.	2.	3.	4.	5.
4. Kt×P / Q—R 5				
5. Kt—QB 3 !(*a*) / B—Kt 5		**5.** Kt—Kt 5 ? / B—Kt 5 ch		
6. Kt—Kt 5 / Q×P ch (*b*)		**6.** B—Q 2 / Q×P ch		
7. B—K 2 / B×Kt ch		**7.** B—K 2 / K—Q sq !		
8. Kt×B / Q—Q 5	**8.** / Q×Kt P	**8.** Castles / B×B !		
9. B—Q 3 / KKt—K 2 (*c*)	**9.** B—B 3 / Q—R 6	**9.** Q×B / P—QR 3	**9.** Kt×B / Q—KB 5	
10. Castles / P—QR 3	**10.** Kt—Q 5 / K—Q sq (*d*)	**10.** QKt—B 3 / Q—K 4	**10.** P—QB 4 (*f*) / Kt—R 3	**10.** / Kt—B 3
11. Q—R 5+	**11.** B—B 4 / P—Q 3	**11.** Kt—R 3 / P—QKt 4 (*e*)	**11.** QKt—KB 3 / R—K sq	**11.** QKt—KB 3 / KKt—Kt 5
	12. Kt×P / K×Kt	**12.** B—B 3 / KKt—K 2	**12.** P—KKt 3 / Q—B 3	**12.** P—KKt 3 / Q—B 3
	13. Q×P ch / K—Kt 3	**13.** KR—K sq / Q—QB 4	**13.** Kt—QB 3 / P—QKt 3+	**13.** Kt—B 3 / R—K sq
	14. B—K 3 ch / K—R 4	**14.** QR—Q sq / QR—Kt sq +		**14.** Kt—Q 2 / Kt—R 3
	15. Q—B 5 ch / P—QKt 4			**15.** Kt (Q 2)—K 4 / Q—Kt 3+
	16. B—Q 2 ch wins			

(*a*) **Steinitz** gives this as best, and observes that the same position may be arrived at by a transposition of moves: 5. Kt—Kt 5 / B—Kt 5 ch 6. Kt—QB 3 &c.

(*b*) If 6. / K—Q sq 7. Q—Q 5 / Q—K 2 8. P—QR 3 / Kt—B 3 9. Q—Kt 5+ (Steinitz).

(*c*) If 9. / Kt—Kt 5 10. Kt—Kt 5 / Kt×B ch 11. Q×Kt / Q×Q 12. P×Q / K—Q sq 13. B—B 4 / P—Q 3 14. QR—QB sq+

If at move 11 in this variation Black play 11. / Q—K 4 12. K—Q sq &c. Again, if 9. / Q—K 4 ch 10. B—K 3 &c.—(*Modern Chess Instructor*, p. 61.)

(*d*) If 10. / Q—K 3 ch 11. K—B sq / K—Q sq 12. KR—Kt sq / P—KKt 3 13. B—Kt 4 / P—B 4 14. B—Kt 5 ch / KKt—K 2 15. Q—Q2+

(*e*) 11. / P—KR 3 is declared inferior by the *Chess Player's Chronicle* for January 1880. A correspondence game, Hull *v.* Newcastle, was continued 11. / P—KR 3 12. KR—K sq / Q—Q5 13. B—Q 3 / Kt—KB 3 14. Kt—B4 / P—QKt 4 &c.

(*f*) If 10. P—QR4 / Kt—R 3 11. R—R 3 / R—K sq 12. Kt—B 4 / P—QR 3 13. R—KB3 / Q—R 5 ! 14. R—KR3 / Q—K 2+

TABLE XIX.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—Q 4 / P×P

1.	2.	3.	4.	5.
4. Kt×P / Q—R 5				
5. Kt—Kt 5 / B—Kt 5 ch				
6. B—Q 2 / Q×P ch	**6.** Kt—Q 2 / Q×P ch		**6.** P—B 3 / Q×P ch	
7. B—K 2 / K—Q sq !	**7.** B—K 2 / Q×Kt P !		**7.** B—K 3 / B—R 4	
8. Castles / Kt—B 3 ?	**8.** B—B 3 / Q—R 6	**8.** / Q—KKt 3	**8.** QKt—Q2 / Q—Q 4 ! (*e*)	**8.** / Q—K 2 ?
9. QKt—B 3 / Q—KR 5	**9.** Kt×P ch / K—Q sq	**9.** Kt×P ch / K—Q sq	**9.** Q—R 4 / P—QR 3	**9.** Kt—B 4 / P—QR 3 (*f*)
10. P—KKt 3 / Q—R 6	**10.** Kt×R / Kt—B 3	**10.** Kt×R / Kt—KB 3	**10.** Q×B / Q×Kt	**10.** Kt—Q 4 / B—Kt 3
11. Kt×BP / K×Kt (*a*)	**11.** P—QB 3 / R—K sq ch	**11.** P—QB 3 / R—K sq ch	**11.** Q×Q— / P×Q—	**11.** Kt×B / P×Kt
12. Kt—Q 5 ch / Kt×Kt	**12.** B—K 2 / Q—Kt 7 (*b*)	**12.** B—K 2 / Q—KKt 7		**12.** Kt—B 5+
13. B—Kt 4 / Q×B	**13.** R—B sq / Kt—Q 4	**13.** R—B sq / Kt—Q 4		
14. Q×Q / B×B	**14.** Kt—B 4 / B×P ch	**14.** Kt—QB 4 / B×P ch		
15. KR—Q sq / P—Q 3	**15.** P×B / Kt×BP	**15.** P×B / Kt×QBP		
16. Q×Kt P / B—K 3	**16.** Kt—K 3 / R×Kt	**16.** Kt—K 3 / R×Kt		
17. R×B+	**17.** B×R / Kt×Q (*c*) +	**17.** B×R / Kt×Q+ (*d*)		

(*a*) Black would do no better to capture Kt with Bishop.

(*b*) Rosenthal *v.* Steinitz (Baden Congress).

(*c*) Continued 18. R×Kt / Q×KRP wins.

(*d*) Continued 18. R×Kt / Q×KRP 19. R—Q 3 / Q—QKt sq wins.

(*e*) If 8. / Q—Kt 3 9. Kt—QB 4 / P—QR 3 10. Kt—Q 4 / B—Kt 3 11. Kt×Kt / Q×Kt 12. B×B / P×B 13. Q—Q 4 / Q—KB 3 14. Q×QKt P &c. In column 2 Black may also play 13. / Kt—K 4 (Steinitz).

(*f*) If 9. / P—Q 4 10. Kt×B / Kt×Kt 11. Q×P / Kt—QB 3 12. Q—QB 5 wins.
or if 11. / B—K 3 12. Q—K 5 / P—KB 3 ! 12. Q—KKt 5 / P—Kt 3 13. Q—R 5 ch 14. Q—QB 5 wins.

TABLE XX.

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** P—Q 4 P×P

1.	2.	3.	4	5.
4. Kt×P Q—R 5				
5. Kt—Kt 5 Q×KP ch?			**5.** B—B 4?	
6. B—K 3! B—Kt 5 ch	**6.** B—K 2? B—Kt 5 ch	**6.** B—B 4 (*b*)	**6.** Q—B 3 Kt—Q 5	**6.** Q—K 2 B—Kt 3
7. P—B 3 B—R 4	**7.** B—Q 2 K—Q sq	**7.** Castles!— B—Kt 3— or	**7.** Kt×P ch K—Q sq	**7.** B—K 3 B—R 4 ch
8. Kt—Q 2 Q—K 2!	**8.** Castles B×B	**7.** — K—Q sq—	**8.** Q—B 4 Kt×P ch	**8.** B—Q 2 B×B ch
9. Kt—B 4 P—Q 3 or	**9.** Q×B— (*a*) —		**9.** K—Q sq Q×Q	**9.** Kt×B Q—Q sq
9. Q or K—Q sq			**10.** B×Q+	**10.** Castles Q R P—Q R 3+
10. Q—QR 4+				

(*a*) We have now by a transposition of moves a position already analysed in Table XVIII., column 3.

(*b*) **6.** K—Q sq? **7.** Castles P—QR 3 **8.** QKt—B 3 Q—K sq **9.** KKt—Q 4+.

TABLE XXI.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—Q 4 / P×P

1.	2.	3.	4.	5.
4. Kt×P / Q—R 5				
5. Q—Q 3 / Kt—B 3 ! (*a*)			**5.** Kt—KB 3 / Q×KP ch	
6. Kt—Q 2 ! / B—B 4	**6.** Kt×Kt ? / QP×Kt		**6.** B—K 2 / Q—K 2	**6.** B—K 3 / Kt—Kt 5
7. P—QB 3 (*b*) / P—Q 4	**7.** Kt—B 3 / B—QKt 5	**7.** Kt—Q 2 / B—B 4	**7.** B—KKt 5 / Kt—B 3 (*c*)	**7.** Kt—R 3 / Kt—Q 4+
8. P×P / Kt×Kt	**8.** B—Q 2 / B×Kt	**8.** P—KKt 3 / Q—R 4	**8.** Kt—B 3 / Q—Q sq	
9. P×Kt / Q×QP	**9.** B×B / Kt×P	**9.** Kt—Kt 3 / B—KKt 5	**9.** B×Kt / Q×B	
10. Q×Q / B×Q	**10.** Q—K 3 / Castles	**10.** B—K 3 / R—Q sq	**10.** Kt—Q 5 / Q—Q sq	
11. B—B 4 / Castles	**11.** P—KKt 3 / Q—Q sq	**11.** Q—B 4 / B×B	**11.** Kt—Q 4 (*d*) / Kt×Kt	
12. Castles— / —	**12.** Q×Kt / R—K sq	**12.** P×B / B—B 6+	**12.** Q×Kt / P—Q 3+	
	13. B—K 5 / P—KB 3+			

(*a*) If 5. ——— / Kt—K 4 6. Q—K 2 / Kt—KB 3 7. Kt—Q 2 / B—B 4 8. P—KKt 3 / Q—R 4 9. Q×Q / Kt×Q 10. P—QB 3+

(*b*) Or 7. P—KKt 3 / Kt—K 4 8. Q—QB 3— / —

(*c*) If 7. ——— / P—KB 3 8. B—K 3 / Q—B 2 9. Castles / KKt—K 2 10. Kt—QB 3 / P—QR 3 11. Kt—Q 4 or R—K sq+

(*d*) Or 11. B—Kt 5 / B—K 2 12. Q—K 2. / P—QR 3 &c.

TABLE XXII.

1. P—K 4	2. Kt—KB 3	3. P—Q 4	4. Kt×P
P—K 4	Kt—QB 3	P×P	Q—R 5

1.	2.	3.	4.	5.
5. Kt—KB 3				
Q×KP ch				
6. B—K 2				
B—Kt 5 ch				
7. P—B 3	**7.**			
B—K 2 ! (*a*)	B—B 4			
8. Castles	**8.** Castles		**8.**	**8.**
Kt—B 3	Q—K 2		KKt—K 2	Kt—B 3
9. B—Q 3	**9.** R—K sq		**9.** R—K sq	**9.** P—QKt 4
Q—KKt 5	P—Q 3		P—Q 3	B—K 2
10. R—K sq	**10.** P—QKt 4 (*d*)	**10.** B—QB 4	**10.** B—Q 3+	**10.** Kt—Q 2
P—Q 4 (*b*)	B—Kt 3	B—K 3		Q—Q 4
11. B—QKt 5	**11.** P—QR 4	**11.** Kt—Q 4		**11.** B—B 4
B—Q 2	P—QR 4 !	Kt—K 4		Q—KR 4
12. B×Kt	**12.** P×P	**12.** B×B		**12.** R—K sq
B×B	R×P	P×B		P—Q 3
13. Q—K 2	**13.** B—QKt 5	**13.** Q—QKt 3		**13.** P—KR 3
Castles QR	B—K 3	Castles		Kt—Q sq
14. Q×B	**14.** QKt—Q 2	**14.** Q×KP ch—		**14.** Kt—B sq+
KR—K sq	Kt—KB 3	K—Kt sq—		
15. Q×KBP	**15.** Kt—B 4			
R×R ch	R—R sq			
16. Kt×R	**16.** Kt×B			
Q—K 7+(*c*)	P×Kt			
	17. Kt—Q 4+			
	or			
	17. B—R 3+			

(*a*) Considered now the best move.

(*b*) 10. P—Q 3 or 10. Castles may also be played here.

(*c*) Continued: 17. B—Q 2 R—K sq 18. Kt—QR 3 Q×B 19. KKt—B 2 Kt—Kt 5 with the better game.

(*d*) Fraser's move. Rosenthal gives B—QB 4.

TABLE XXIII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—Q 4 / P×P **4.** Kt×P / Q—R 5

1.	2.	3.	4.	5.
5. Kt—KB 3 / Q×KP ch				
6. B—K 2 / P—Q 3		**6.** / B—B 4		**6.** / Kt—KB 3 (*b*)
7. Castles / Q—K 2		**7.** Castles / KKt—K 2		**7.** Castles / B—K 2
8. R—K sq / B—K 3	**8.** B—QKt 5 / B—K 3	**8.** Kt—QB 3 / Q—Kt 3		**8.** Kt—QB 3 / Q—KB 4
9. B—QKt 5 / Q—Q 2	**9.** Kt—Q 4 / Q—Q 2	**9.** R—K sq / P—Q 3	**9.** / Castles	**9.** Kt—QKt 5 / K—Q sq
10. Kt—Q 4 / KKt—K 2	**10.** R—K sq / KKt—K 2	**10.** Kt—Q 5 / K—Q sq	**10.** B—Q 3 / P—KB 4 (*a*)	**10.** Kt—KKt 5 / R—B sq
11. B—KKt 5 / P—QR 3	**11.** Q—K 2 ! / Castles !	**11.** B—Q 3 / Q—KR 4	**11.** Kt—K 2 / P—Q 3	**11.** B—Q 3+
12. B—R 4 / P—QKt 4	**12.** B—KKt 5 / K—Kt sq !	**12.** Kt—KB 4 / Q—KKt 5	**12.** Kt—KB 4 / Q—K sq	
13. Kt×B / P×Kt	**13.** B×KKt / B×B	**13.** P—KR 3 / Q—Q 2	**13.** B—B 4 ch / K—R sq	
14. B—Kt 3 / P—Q 4	**14.** B×Kt / P×B	**14.** Kt—KKt 5+	**14.** Kt—Q 5+	
15. P—QR 4+	**15.** Q—QR 6 / B—Q 4			
	16. Kt—QB 3 / B—KB 3			
	17. Kt×B / B×Kt			
	18. Kt—QKt 4+			

(*a*) If 10. Q—R 4 — 11. R—K 4 / P—KB 4 — 12. B—B 4 ch / K—R sq — 13. R—KR 4 &c.

(*b*) If 6. Kt—QKt 5 — 7. Kt—QR 3 / B—B 4 — 8. Castles / B—K 2 — 9. P—B 3 / Kt—B 3 — 10. Kt—QKt 5 / Castles — 11. Kt×QBP+)

(if 7. Kt—KB 3 — 8. Castles / KKt—K 2 — 9. P—B 3 / Kt—QB 3 — 10. P—QKt 4 / B—Kt 3 — 11. B—Q 3 / Q—Kt 5 ! — 12. P—KR 3 / Q—R 4 — 13. R—K sq / K—Q sq — 14. P—QKt 5 wins)

(if 8. Kt—KB 3 — 9. P—B 3 / Kt—QB 3 — 10. P—QB 3 / Kt—QB 3 — 11. P—QKt 4+)

(if 9. Q—Q 4 — 10. B—Q 2 / Castles — 11. B—QB 4 &c.)

TABLE XXIV.

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** P—Q 4 P×P **4.** Kt×P

	1.	2.	3.	4.	5.
4.	B—B 4				
5.	B—K 3* Q—K 2 (*a*)	Q—B 3 ?			
6.	Q Kt—B 3 B×Kt	P—QB 3 KKt—K 2			
7.	B×B Kt×B 3	B—Q Kt 5 ! (*b*) P—QR 3		B×Kt	
8.	B×Kt Q×B	B—R 4 P—QKt 4	B×Kt Kt×B	P×B Q—Kt 3	
9.	Kt—Q 5 Q—Q sq	B—B 2 Kt—K 4	Castles Castles	Castles P—Q 4	Q×KP
10.	B—Q 3 Kt—K 2	Kt—Q 2 ! P—Q 4	P—KB 4 P—Q 3	P×P Kt×P	Kt—B 3 Q—B 4
11.	Castles— P—Q 3—	P—B 3+	Q—Q 2 B—Q 2	Q—B 3 +	P—Q 5 Kt—K 4
12.			Q—KB 2 QR—K sq		B—Q 4 Castles
13.			Kt—Q 2 Q—K 2		P—KB 4 Kt—Kt 5
14.			P—B 5 or Kt×Kt +(*c*)		P—KR 3 Kt—KB 3
15.					P—KKt 4+

* Kt—B5 is inadvisable; *see* Table XXXI.

(*a*) Given as best by Steinitz, as leading to an even game.

(*b*) Invented by Paulsen, and given as strongest in the *Modern Chess Instructor*. Wayte says it enables White to Castle and play P—KB 4 without allowing Black to break up the centre by P—Q 4.

(*c*) *Chess Player's Chronicle*, p. 200. After 14. Kt × Kt / B × Kt 15. B × B White has a Knight against Bishop and doubled pawns—an advantage for the end game, as shown by Winawere.

TABLE XXV.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—Q 4 / P×P **4.** Kt×P

1.	2.	3.	4.	5.
4. B—B 4				
5. B—K 3 / Q—B 3?				
6. P—B 3 / KKt—K 2				
7. B—QKt 5 / Kt×Kt (*a*)		**7.** B—QKt 5 / Castles		**7.** B—QKt 5 / Castles
8. P×Kt / B—Kt 5 ch		**8.** Castles! / P—QR 3	**8.** B—Kt 3 (*d*)	**8.** Kt×Kt? / KtP×Kt! (*e*)
9. Kt—B 3 / P—B 3	**9.** B×Kt (*b*)	**9.** B—R 4 / P—QKt 4	**9.** P—KB 4 / P—Q 4	**9.** B×B / P×B
10. B—Q 3 / P—Q 3	**10.** P×B / Q—KKt 3	**10.** B—B 2 / B×Kt	**10.** P—K 5+	**10.** Castles / P—Q 3
11. Castles+	**11.** Castles+ (*c*)	**11.** P×B / P—Q 4		**11.** B—Q 4— / Q—Kt 3—(*f*)
		12. Kt—QB 3+		

(*a*) If 7. P—Q 4 8. P×P &c. or if 7. Kt—Q sq 8. Castles Q—QKt 3 9. Q—K 2 Castles 10. P—QKt 4 B×Kt 11. B×B with an excellent attack (Steinitz).

(*b*) One of Zukertort's fallacies.

(*c*) White has now the better game, as Black cannot take the KP.

(*d*) 8. P—Q 3 is condemned by the *Chess Monthly*.

(*e*) Or 8. QP×Kt 9. B×B P×B 10. B×Kt Q×B and the game is about equal.

(*f*) Rosenthal's analysis.

TABLE XXVI.

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** P—Q 4 P×P **4.** Kt×P

1.	2.	3.	4.	5.
4. B—B 4				
5. B—K 3 Q—B 3	**5.** B×Kt ?			
6. P—B 3 KKt—K 2	**6.** B×B Kt—B 3 ! (*b*)			
7. B—QKt 5 Castles	**7.** Kt—B 3 ! P—Q 3 (*c*)	**7.** P—K 5 ? Q—K 2		
8. P—KB 4 ? Kt×Kt	**8.** B—K 3 !+(*d*)	**8.** P—KB 4 Castles		**8.** B—QKt 5 * Q—Kt 5 ch
9. P×Kt B—Kt 5 ch+(*a*)		**9.** B—K 2 Kt—Q 4	**9.** B—B 4 P—Q 3	**9.** P—B 3 Q×KB
		10. Castles P—Q 3	**10.** Castles P×P	**10.** P×Kt Kt×B
		11. B—QB 4 P×P	**11.** P×P Kt×P	**11.** P×Kt Castles
		12. P×P B—K 3+	**12.** R—K sq B—KKt 5+	**12.** Q—KKt 4 R—K sq ch
				13. K—Q sq— Q—Q 6 ch—

(*a*) Followed by P—Q 4 P—KB 3 &c.

(*b*) The *Handbuch* gives the weak continuation 6. Kt×B 7. Q×Kt Q—B 3 8. P—K 5 Q—QKt 3 9. Q×Q RP×Q 10. Kt—B 3 R—R 4 11. P—B 4 White having the better game.

(*c*) If 7. Kt×B 8. Q×Kt+

(*d*) White has two Bishops and Knight against two Knights and Bishop, which constitutes a slight advantage. If now 8. KKt—Kt 5 9. B—QB sq driving the Kt back afterwards by P—KR 3 If 8. B—K 2 Kt×B even game.

Or if 8. B—K2 Kt×P 9. Castles Castles 10. R—K sq Kt—QB 3 11. B—KB 3 Q—Q sq 12. Kt—B 3 Kt×B 13. Q×Kt P—B 3 14. Q—Q 6 Kt—K sq+ If, however 8. B—B 4 P—Q 3 &c.

TABLE XXVII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—Q 4 / P×P **4.** Kt×P / B—B 4

5. B—K 3 / Q—B 3 **6.** P—B 3 / KKt—K 2

1.	2.	3.	4.	5
7. Q—Q 2 / P—Q 4 (*a*)				
8. Kt×Kt!— / Q× Kt—	**8.** Kt—Kt 5? / B×B			
	9. Q×B / Castles		**9.** P×B / Castles	
	10. Kt×BP / R—Kt sq		**10.** Kt×P (*c*) / P×P!	
	11. P×P / Kt—B 4	**11.** Kt×P / Kt×Kt	**11.** Kt×R / R—Q sq	
	12. Q—QB 5 / Q—K 4 ch	**12.** P×Kt / Kt—Kt 5	**12.** Q—B sq (*d*) / Kt—B 4	**12.** Q—KB 2 / R—Q 8 ch wins
	13. B—K 2 / Q×Kt	**13.** P×Kt / Q×KtP	**13.** P—KKt 3 / Q—Kt 4	
	14. P×Kt / P×P	**14.** Q—QB 3 / R—K sq ch	**14.** K—B 2 / Kt—K 4	
	15. P—Q Kt 3 / R—K sq+	**15.** K—Q sq / Q×BP	**15.** B—K 2 / R—Q 6+	
		16. P—KR 3 / B—B 4 + (*b*)		

(*a*) If 7. B×Kt? 8. P×B / P—Q 4 9. P—K 5 / Q—Kt 3 10. Kt—B 3 / B—B 4 11. B—K 2 / Q×P 12. Castles QR / Q—R 6 13. QR—Kt sq / B—K 3 14. R—Kt 3 / Q—R 5 15. Kt—Kt 5 / Castles QR 16. B—Kt 5 / Q—K 5 17. P—B 3 wins.

(*b*) Continued: 17. Kt—R 3 / QR—B sq 18. B—B 4 / R—K 6 19. Q—Q 2 / Q—Kt 6 &c.

(*c*) If 10. P×P / R—Q sq 11. Kt×BP / Q—K 4 12. Kt×R / Kt×P 13. K—B 2 / Kt—KB 3 14. Q—K sq / Kt—Kt 5 ch 15. K—Kt sq / R—Q 8 16. Q—K 2 / Kt×KP 17. K—B 2 / Kt—Kt 5 ch 18. K—B 3! / Q—B 4 ch 19. K—Kt 3 / R—Q 6 ch 20. Q×R / Q—B 7 ch wins (Steinitz).

(*d*) If 12. Q—K 2 / Kt—K 4 13. Kt—Q 2 / Kt—Q 6 ch 14. K—Q sq / B—Kt 5 wins Or if 12. Q—QB 2 / Kt—Q 4 &c.

TABLE XXVIII.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** P—Q 4 / P×P	**4.** Kt×P / B—B 4	**5.** B—K 3 / Q—B 3	**6.** P—QB 3 / KKt—K 2

1.	2.	3.	4.	5.
7. Q—Q2 / P—QR 3		**7.** / P—Q 4		**7.** B—QKt 5 / P—Q 3
8. P—KB 4 / P—Q3	**8.** / P—Q 4	**8.** Kt—Kt 5 (*b*) / B×B		**8.** Castles / Castles
9. B—B4 (*a*) / B—Q 2	**9.** P—K 5 / Q—R 3	**9.** Q×B / K—Q sq ?	**9.** / Castles !	**9.** Kt×Kt / P×Kt
10. Castles / Castles	**10.** B—Q 3 / B×Kt	**10.** P×P / R—K sq	**10.** Kt×P / R—Kt sq	**10.** B×B / P×KB
11. Q—KB2— / Kt—Kt3—	**11.** P×B / B—B 4	**11.** B—K 2+	**11.** Kt×P / Kt×Kt	**11.** B—Q 4— / Q—Kt 3—
	12. Castles— / Castles—		**12.** P×Kt / Kt—Kt 5	
			13. P×Kt / Q×Kt P	
			14. Q—QB 3 / R—K sq ch	
			15. K—Q sq / Q×BP+	

(*a* Or 6. Q—KB 2, followed by Kt—B 2 (Freeborough and Ranken).

(*b*) These continuations from Freeborough and Ranken are not noticed by Steinitz in the *Modern Chess Instructor*. If 8. P×P / Kt×P 9. Kt—Kt 5 / B×B 10. P×B / B—K 3 11. P—B4 / KKt—Kt 5 12. Kt×P ch / K×K 2 13. Kt×R / R—Q sq 14. Q—B 3 / Q—R 5 ch 15. P—Kt 3 / Q—K 5 16. R—Kt sq / Kt—B 7 ch 17. K—B 2 / Kt—K 4 18. R—Kt 2 / R—Q 8 19. K—Kt sq / B—R !. &c. Column 4 is same as column 3 in preceding Table.

TABLE XXIX.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** P—Q 4 / P×P	**4.** Kt×P / B—B 4
	5. B—K 3 / Q—B 3	**6.** P—B 3 / KKt—K 2	

1.	2.	3.	4.	5.
7. Kt—B 2? / B×B	**7.** P—KB 4? / Q—Kt 3! (*b*)	**7.** B—K 2? / P—Q 4! (*c*)	**7.** B—QB 4? / Kt—K 4!	
8. Kt×B / Q—K 4	**8.** Q—B 3 / Kt×Kt	**8.** B—B 3 / P×P	**8.** B—K 2 / P—Q 4	
9. Q—B 3 / Castles	**9.** P×Kt / B—Kt 5 ch	**9.** B×P / B×Kt	**9.** P—KB 4 (*d*) / QKt—B 5	**9.** Kt—Kt 5
10. Kt—B 4 (*a*) / Q—KKt 4	**10.** Kt—B 3 / P—Q 4	**10.** P×B / Castles	**10.** P—K 5 / Q—R 5 ch	**10.** B×Kt / Q—R 5 ch
11. Q Kt—Q 2 / P—Q 3	**11.** P—K 5 / Q—B 7 +	**11.** Kt—B 3 / B—B 4	**11.** P—Kt 3 / Kt×B	**11.** P—Kt 3 / Q×B
12. P—KR 4 / Q—Kt 3 +		**12.** Q—B 3 / QR—Q sq	**12.** Q—R 4 ch / B—Q 2 +	**12.** Q×Q / B×Q
		13. R—Q sq / Q—Kt 3 ! +		**13.** P—K 5 / Castles QR +

(*a*) If 10. P—KKt 4 / P—Q 4 11. P×P / Kt—Kt 5 &c.

(*b*) If 7. P—Q 4 8. P—K 5 / Q—R 3 (if 8. Q—Kt 3 9. P—B 5 / QB×P 10. Kt+B wins) 9. Q—Q 2 / B×Kt 10. P×B / Kt—B 4 The *Handbuch* now gives 11. B—Kt 5 / Castles 12. Kt—B 3 / B—K 3 13. Castles QR / Kt×B and after a few moves dismisses the game as equal; but the *Modern Chess Instructor* prefers 11. B—B 2! / B—K 3 12. Kt—B 3 / P—QR 3 13. B—K 2 with the better game

Black, however, on his 8th move may check with Q at R 5, as suggested by the *Schachzeitung*.

(*c*) If 7. P—Q 3? 8. Castles / P—KR 4 9. P—KB 4 / Q—Kt 3 10. Q—Q 3 / P—R 5 11. B—B 3 / P—B 4 12. P—K 5 / P×P 13. Kt×Kt / P—K 5 14. Kt×Kt / B×Kt 15. B×P / P×B 16. Q—B 4+

(*d*) If 9. Kt—Q 2 / Q—KKt 3 &c.

TABLE XXX.

1. P—K 4 / P—K 4	2. Kt—KB 3 / Kt—QB 3	3. P—Q 4 / P×P	4. Kt×P / B—B 4
	5. B—K 3 / Q—B 3	6. P—B 3 / KKt—K 2	

1.	2.	3.	4.	5.
7. B—QB 4? / Kt—K 4!	**7.** / Q—Kt 3?		**7.** / P—Q 3	**7.** / Castles
8. B—K 2! / Q—KKt 3	**8.** Kt×Kt / Q×Kt	**8.** Castles / Kt—K 4 (*f*)	**8.** Castles (*g*) / Q—Kt 3	**8.** Castles / Kt—K 4
9. Castles! (*a*) / P—Q 4! (*b*)	**9.** B×P ch / K×B	**9.** B—Q 3 / P—Q 4+	**9.** Kt—Kt 5 / B—R 6	**9.**
10. B—KR 5! (*c*) / Q×KP	**10.** Q—R 5 ch / P—Kt 3		**10.** Q—B 3 / B—Kt 5	
11. R—K sq (*d*) / Q—Q 6	**11.** Q×B / Q×P		**11.** Q—Kt 3+	
12. QKt—Q 2 / Castles + (*e*)	**12.** Castles / Q—B 3			
	13. Q—K 5+			

(*a*) If 9. B—B 3 / P—Q 4+

(*b*) If 9. ——— / Q×KP 10. Kt—Q 2 / Q—Kt 3! 11. P—KB 4 / QKt—B 3 12. P—B 5 / Q—B 3 13. Kt—K 4 / Q—K 4 14. Q—Q3
and White has a great attack (*British Chess Magazine*, vol. I., No. 4, p. 126).

(*c*) If 10. P—KB 4 / Kt—KKt 5+ or if 10. P×P / Kt×P or 10. ——— / Castles &c. Or, in answer to 10. P×P
Black may play 10. B—R 6 11. B—B 3 / Castles QR with a great advantage; for if
12. Kt—B 6 / P×Kt 13. B×B / Kt×P 14. Q—K 2 / Kt×B ch 15. Q×Kt / Kt—B 5 wins. (*Chess Monthly*, p. 363).

(*d*) We prefer this move, played by Max Judd against McKenzie, to 11. Kt—Q 2

(*e*) Ranken suggests 13. Q—Kt 3. If 13. Kt—B 5 / Q×KKt 14. B×B / R—K sq 15. Kt—KB 3 / Kt×Kt ch 16. B×Kt / B—K 3
17. B×Kt (if 17. P—QB 4 / P—QB 3 &c.) 17. ——— / R×B 18. B×P / QR—Q sq! 19. P—QB4 / P—QB3
20. Q—KB 3 / Q×Q+ (*British Chess Magazine*, April 1881, p. 126).

(*f*) If 8. ——— / Q×P 9. Kt—Q 2 &c.

(*g*) Or 8. P—KB 4 followed on the retreat of Q to Kt 3 by 9. Castles &c.

TABLE XXXI.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** P—Q 4 / P×P	**4.** Kt×P / B—B 4

1.	2.	3.	4.	5.
5. Kt—B 5 ? / P—Q 4 !				
6. Kt×P ch ! / K—B sq				
7. Kt—R 5 / Q—R 5	**7.** Q×P / Q×Q	**7.** P×P / Q—R 5 (*d*)	**7.** Kt—R 5 / Q—R 5	
8. Kt—Kt 3 / Kt—KB 3 !	**8.** P×Q / Kt—Q 5 (*c*)	**8.** Q—K 2 / Kt—Q 5	**8.** Kt—Kt 3 / Kt—KB 3	
9. B—K 2 (*a*) / B—KKt 5 (*b*)	**9.** B—K 3 / Kt×P ch	**9.** P—KKt 3 / Kt×Q	**9.** B—K 2 / B—KKt 5	
10. B—K 3 / KB×B	**10.** K—Q 2 / Kt×B +	**10.** P×Q / Kt×B	**10.** Kt—B 3 / R—K sq	**10.** Kt—Q 2 / P×P ! + (*e*)
11. P×B / Kt×P !		**11.** Kt—R 5 / B—KKt 5	**11.** P—KR 3 / B×B	
12. Castles / Kt×Kt		**12.** Kt—Kt 3 / QR—K sq ch	**12.** Q×B / Kt—Q 5	
13. P×Kt / B×B		**13.** K—Q 2 / B×P	**13.** Q—Q 3 / P×P	
14. P×Q / B×Q		**14.** K×Kt / R—K 8 ch	**14.** Q—B 4 / B—Kt 3	
15. R×B / R—Q sq +		**15.** K—Q 2 / R—Q 8 ch	**15.** Kt—Q sq / P—K 6 wins	
		16. K—B 3 / B—KB 6 wins		

(*a*) If 9. P×P / KKt—Kt 5 10. B—K 3 / B×B 11. P×B / Kt×KP 12. Q—Q 2 / Kt—Q 5 13. B—Q 3 / B—B 4 +

(*b*) Steinitz gives 9. ____ / Kt—K 4 10. P—KR 3 / R—KKt sq threatening ____ / R×Kt with an irresistible attack.

(*c*) Here Steinitz gives 8. ____ / Kt—Kt 5 in the *Modern Chess Instructor*.

(*d*) Or 7. ____ / K×Kt followed, if the Kt be taken, by ____ / B×P ch &c.

(*e*) If 10. ____ / R—K sq ? 11. Castles / P×P 12. Kt—B 4 / B×B 13. Q×B / Kt—KKt 5 14. P—R 3 / Kt×BP 15. Kt—B 5 &c.

TABLE XXXII.

1. P—K 4	2. Kt—KB 3	3. P—Q 4	4. Kt×P
P—K 4	Kt—QB 3	P×P	B—B 4

1.	2.	3.	4.	5.
5. Kt—B 5?			5. Kt×Kt	5. Kt—QKt 3?
Q—B 3 (*a*)			Q—B 3	B—Kt 3
6. Kt—QB 3			6. Q—B 3	6. Kt—B 3
KKt—K 2			Q×Q	Kt—B 3
7. Kt—K 3 (*b*)			7. P×Q	7. B—KKt 5
P—Q 3			KtP×Kt	P—KR 3
8. B—K 2 (*c*)		8. B—Q 3	8. B—KB 4 (*g*)	8. B—R 4
Castles		Castles	P—Q 3	Q—K 2
9. Castles	9.	9. Castles	9. B—B 4	9. B—Q 3
B—K 3!	Kt—Q 5?	Kt—Kt 5	B—K 3	P—Kt 4
10. K—R sq	10. KKt—Q5(*e*)	10. B—K 2	10. Kt—Q 2—	10. B—Kt 3
QR—Qsq!+(*d*)	Kt×Kt	B—K 3	—	P—Q 4
	11. Kt×Kt	11. P—QR 3		11. Castles
	Q—Q sq	Kt(Kt 5)—B 3		B—Kt 5
	12. B—Q 3	12. K—R sq—		12. Q—Q 2
	P—B 4	K—R sq—		Castles QR+
	13. Q—R 5			
	P—KKt 3			
	14. Q—R 6			
	P×P			
	15. B×P+ (*f*)			

(*a*) Considered best by Rosenthal; but we prefer 5. P—Q 4 as in preceding table.

(*b*) Steinitz (*Modern Chess Instructor*, p. 69), observes, in a note, "that White has now a good game," but does not continue the analysis further. We venture to differ.

(*c*) Recommended by Steinitz. The *Schachzeitung* and *Stratégie*, however, prefer 8. B—Q 3

(*d*) A probable continuation would now be 11. P—B 4 B×Kt 12. B×B P—Q 4 13. P—K 5 Q—R 5 &c.

Black would do ill to play 10. Kt—Q 5 on account of 11. B—Q 3 Q—R 5 12. P—KKt 3 Q—B 3 13. P—B 4+

(*e*) 10. B—Q 2 is also good.

(*f*) From *Schachzeitung*, March 1877, p. 74.

(*g*) Or 8. Kt—B 3 Kt—K 2 9. B—K 3 B—Kt 3 (*Schachzeitung*, Paulsen *v.* Max Lange).

TABLE XXXIII.

1. P—K 4 / P—K 4	2. Kt—KB 3 / Kt—QB 3	3. P—Q 4 / P×P

1.	2.	3.	4.	5.
4. Kt×P / Kt×Kt		**4.** P—QB 3 / P—Q 4 !	**4.** / P×P	
5. Q×Kt / Q—KB 3 ! (*a*)		**5.** KP×P / Q×P	**5.** B—B 4	*See* the Danish Gambit.
6. P—K 5 / Q—QKt 3 !	**6.** / Q—KKt 3 ?	**6.** P×P / B—KKt 5		
7. B—K 3 ! / Q×Q	**7.** Kt—B 3 / Q—QKt 3 !	**7.** B—K 2 ! / Castles		
8. B×Q / P—KB 3		**8.** B—K 3 / Q—R 4 ch		
9. B—B 4 / P×P		**9.** Kt—B 3 / B—QB 4		
10. B×P / P—QB 3		**10.** Castles / B×Kt		
11. Castles / P—Q 4		**11.** B×B / Kt×P		
12. R—K sq / B—K 3		**12.** B×Kt / B×B		
13. B—Q 3— (*b*) / K—B 2—		**13.** Q—Kt 3 / Q—Kt 3		
		14. Q×BP / Kt—R 3+		

(*a*) We have now the same position, by a transposition of moves, as that analysed in column 5 of Table XXXIX., where Black plays the inferior continuation 5. Kt—K 2 here. 5. P—Q 3 is bad, according to the *Handbuch*, 5th Edition, pp. 126-127.

(*b*) Rosenthal considers that Black has at least an equal game. (*Revue des Jeux*, 5th July 1879.)

TABLE XXXIV.

1. P—K 4 / P—K 4	2. Kt—KB 3 / Kt—QB 3	3. P—Q 4 / P×P	4. Kt×P / Kt—B 3

1.	2.	3.	4.	5.
5. QKt—B 3 / B—Kt 5			5. Kt×Kt / Kt P×Kt	
6. Kt×Kt ! / Kt P×Kt			6. B—Q 3 ! / P—Q 4	
7. Q—Q 4 / Q—K 2			7. P×P ! / P×P	7. P—K 5 ? (*d*) / Kt—Kt 5 !
8. P—B 3 / P—Q 4 (*a*)			8. B—Kt 5 ch ! (*b*) / B—Q 2	8. B—KB 4 (*e*) / B—QB 4
9. B—KKt 5 / P—B 4			9. B×B ch / Q×B	9. Castles / Castles
10. B—Kt 5 ch / K—B sq			10. Castles / B—K 2	10. P—KR 3 / Kt×P
11. Q—Q 3 ! / P×P	11. B×Kt ? / P×Q	11. Q—B 2 ? / P—Q 5	11. Kt—Q 2 / Castles	11. R×Kt / B×R ch
12. P×P / Q×P ch	12. B×Q ch / K×B	12. Castles QR / P×Kt	12. Kt—Kt 3 + (*c*)	12. K×B / Q—R 5 ch
13. Q×Q / Kt×Q	13. P—QR 3 / P×Kt	13. P—K 5 / P—KR 3		13. B—Kt 3 / Q—Q 5 ch
14. B—QB 6 / Kt×Kt	14. P×B / P×Kt P	14. P×Kt / Kt P×P +		14. K—B sq / Q×Kt P
15. B×R / Kt—K 5 dis ch	15. QR—Kt sq / QR—Kt sq +			15. Kt—Q 2 / P—B 3
16. P—QB 3 +				16. P×P / Q×P ch +

(*a*) If 8. ——— / P—B 4 9. Q—B 2 / Castles 10. B—Q 2 / P—Q 4 11. Castles QR / P—Q 5 12. Kt—Kt sq / B×B ch 13. Kt×B
and Steinitz prefers White's game, in opposition to Berger, who dismisses the game in favour of Black.

(*b*) (Steinitz) Stronger than 8. Castles / P—B 3 9. R—K sq ch / B—K 2 10. Q—K 2 / B—K 3 &c.

(*c*) White has the better game on account of his pawn position.

(*d*) If 7. Q—K 2 / P×P ! 8. B×P / Kt×B 9. Q×Kt ch / Q—K 2 10. Q×Q ch (if 10. Kt—B 3 / B—B 4) 10. ——— / B×Q
11. Castles / Castles even game.

(*e*) If 8. Castles see game between Showalter and the author, on Frontispiece.

TABLE XXXV.

1. P—K 4	2. Kt—KB 3	3. P—Q 4	4. Kt×P
P—K 4	Kt—QB 3	P×P	Kt—B 3

1.	2.	3.	4.	5.
5. Kt×Kt				
Kt P×Kt				
6. B—Q 3 !		6. P—K 5 ?	6.	
P—Q 4		Kt—K 5	Q—K 2	
7. Q—K 2	7.	7. Q—B 3	7. Q—K 2	
P×P !	B—K 2 ?	Kt—Kt 4	Kt—Q 4	
8. B×P	8. Kt—B 3 (*a*)	8. Q—KKt 3	8. P—QB 4	8.
Kt×B	Castles	Kt—K 3	Kt—Kt 3	B—R 3 ?
9. Q×Kt ch	9. Castles	9. B—Q 3	9. B—KB 4	9. P—KB 4
Q—K 2	R—K sq	P—B 3	B—R 3	Castles QR (*c*)
10. Q×Q ch	10. P—K 5	10. P×P	10. Kt—Q 2	10. Q—KB 2
B×Q	B—KKt 5	Q×P	Q—Kt 5	Kt—Kt 3
11. Castles—	11. Q—Q 2	11. Castles	11. Castles QR	11. P—B 5
Castles—	Kt—Q 2	P—Q 4 +	R—QKt sq	B×B
	12. P—KB 4		12. P—QR 3	12. P×Kt
	Kt—QB 4		Q—R 4 +	B×R 3
	13. P—B 5			13. P×BP +
	Kt×B			
	14. P×Kt			
	P—Kt 3			
	15. P—B 6			
	B—KB sq			
	16. Q—KKt 5 + (*b*)			

(*a*) 8. B—KB 4 followed by Kt—Q 2 is also good.

(*b*) Continued 16. Q—Q 2 17. R—KB 4 B—KB 4 18. P—Q 4 P—B 4 19. R—R 4 B—Q 6 20. Q—Kt 3 P×P 21. Q×B +

(*c*) The *Modern Chess Instructor* also gives 9. Q—Kt 5 ch 10. K—Q sq Kt—Kt 3 11. P—QKt 3 Kt—B sq 12. B—Q 2 Q—Kt 3 13. Kt—B 3 B—K 2 14. Q—R 5 +

TABLE XXXVI.

1.	2.	3.	4.
P—K 4	Kt—KB 3	P—Q 4	Kt×P
P—K 4	Kt—QB 3	P×P	Kt—B 3

5.	6.	7.
QKt—B 3	Kt×Kt	Q—Q 4
B—Kt 5	KtP×Kt	Q—K 2

1.	2.	3.	4.	5.
8. P—B 3*				**8.**
P—QB 4! (*a*)				P—Q 4?
9. Q—B 2 (*b*)			**9.** Q—K 3?	**9.** B—KKt 5
Castles			Castles	P—B 4
10. B—Q 3 (*c*)		**10.** B—Q 2!	**10.** B—QB 4	**10.** B—Kt 5 ch
P—Q 4		P—Q 4	R—K sq!	K—B sq
11. Castles		**11.** Castles	**11.** Castles	**11.** Q—Q 3
P—B 5		P—Q 5	P—QB 3	P—Q 5
12. B—K 2	**12.**	**12.** Kt—Kt sq	**12.** Kt—Q sq	**12.** Castles QR+
P—B 3?	B—QR 3!	B×B ch	P—Q 4+	
13. B—Kt 5	**13.** B—KKt 5!	**13.** Kt×B!		
B×Kt	B—QB 4	B—K 3		
14. P×B	**14.** B—K 3	**14.** B—B 4 or Kt—B 4— (*d*)		
Q—K 4	B×B	—		
15. B×Kt	**15.** Q×B			
Q×B	KR—Q sq			
16. Q—Q 4—	**16.** KR—Q sq			
—	P—QB 4+			

* The same position may be reached in a "Four Knights' Game" by a transposition of moves. Professor Berger's analysis in columns 1 and 2.

(*a*) Suggested by Berger as preferable to 8. P—Q 4 in column 5.

(*b*) Berger rightly prefers this to 9. Q—K 3— the move recommended by the *Deutsche Schachzeitung*. (See column 4 above.)

(*c*) But we do not agree with him in preferring this move to 10. B—Q 2 in column 3.

(*d*) White's 14th moves are suggested by Steinitz.

TABLE XXXVII.

1. P—K 4 / P—K 4	2. Kt—KB 3 / Kt—QB 3	3. P—Q 4 / P×P	4. B—B 4? / B—B 4

1.	2.	3.	4.	5.
5. Castles / P—Q 3			**5.** Kt—Kt 5 / Kt—R 3!	
6. P—QB 3? / B—KKt 5 (*a*)		**6.** P—QKt 4! / B×P!	**6.** Kt×BP / Kt×Kt	**6.** Q—R 5 / Q—K 2
7. Q—Kt 3 / B×Kt		**7.** P—B 3 / B×P	**7.** B×Kt ch / K×B	**7.** Castles / P—Q 3
8. B×P ch / K—B sq		**8.** Kt×B / P×Kt	**8.** Q—R 5 ch / P—Kt 3	**8.** P—KR 3 / B—Q 2
9. P×B / Kt—B 3	**9.** B×Kt / R×B	**9.** Q—Kt 3 / Q—B 3!	**9.** Q×B! / P—Q 4!	**9.** P—KB 4 / Castles QR
10. B—Q 5 / Q—B sq	**10.** P×B / P—KKt 4 (*b*)	**10.** B—KKt 5! (*d*) / Q—Kt 3	**10.** Q×P ch (*e*) / Q×Q	**10.** B×P / Kt×B
11. B—K 6 / Q—K sq	**11.** Q—Q sq / Q—Q 2	**11.** P—K 5 / P—Q 4!	**11.** P×Q / Kt—Kt 5! (*f*)	**11.** Q×Kt / QR—K sq +
12. B—B 5 / B—Kt 3 +	**12.** P—Kt 4 / B—Kt 3	**12.** B×P / QKt—K 2	**12.** K—Q sq / B—B 4	
	13. B—Kt 2 / P—Q 6	**13.** B×Kt / Kt×B	**13.** Kt—R 3 / QR—Q sq +	
	14. Q×P / Kt—K 4	**14.** B×Kt P / B×B		
	15. Q—K 2 / Q—R 6	**15.** Q×B / Castles		
	16. Kt—Q 2 / P—Kt 5 wins (*c*)	**16.** Q×BP— / Kt—B 3—		

(*a*) If 6. P×P 7. Kt×P / Kt—B 3 8. KKt—Kt 5 / Kt—K 4 9. B—Kt 3 / P—KR 3 10. Kt—B 3 / B—KKt 5 +

(*b*) 10. Q—Q 2 is also a forcible move.

(*c*) Kölisch *v.* Anderssen.

(*d*) If 10. P—K 5 / Kt×P + or if 10. R—K sq / KKt—K 2 &c.

(*e*) If 10. P×P / R—K sq ch 11. K—Q sq / R—K 4 12. P—QB 4 / Q—R 5 + or if 10. Castles / P×P 11. P—QB 3 / B—KB 4 +

(*f*) Mr. Bird, in his book, p. 44, gives the bad move of 11. KR—K sq ch, and concludes wrongly in favour of White.

TABLE XXXVIII.

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** P—Q 4 P×P **4.** B—B 4

1.	2.	3.	4.	5.
4. Q—B 3?		**4.** B—Kt 5 ch		**4.** P—Q 3?
5. Castles P—Q 3		**5.** P—B 3 P×P		**5.** Kt×P Kt×Kt (*c*)
6. P—B 3 P—Q 6 !	**6.** B—Kt 5	**6.** Castles Q—B 3 !	**6.** P×P	**6.** Q×Kt Kt—K 2
7. Q×P Q—Kt 3	**7.** Q—Kt 3 B×Kt	**7.** P—K 5 (*a*) P×P	**7.** B×Kt P Kt—B 3 (*b*)	**7.** Castles Kt—QB 3
8. Kt—Q 4 Kt—K 4	**8.** Q×Kt P K—Q 2	**8.** QB×P Q—Kt 3	**8.** Kt—Kt 5 Castles	**8.** B—QKt 5 B—Q 2
9. Q—K 2 Kt×B	**9.** Q×R Q—Kt 3	**9.** Kt—B 3 KKt—K 2	**9.** P—K 5 Kt×P !	**9.** B×Kt B×B
10. Q×Kt B—R 6	**10.** P—KKt 3 Q—Kt 5	**10.** Kt—K 2 P—Q 4	**10.** B×Kt P—Q 4	**10.** P—QB 4+
11. Q—Kt 5 ch P—B 3	**11.** R—K sq+	**11.** B×P Kt×B	**11.** B—Q 3 Kt—Kt 5	
12. Q—Kt 5+		**12.** Q×Kt Castles+	**12.** Kt—KB 3 Kt×B	
			13. Kt×Kt Q—B 3	
			14. P—B 4 B—B 4 ch	
			15. K—R sq— P—KKt 3—	

(*a*) If 7. P×P P—Q 3+

(*b*) The *Modern Chess Instructor* gives 7. P—KB 3, and follows out the variation in White's favour by 8. Q—Kt 3 Kt—R 3 9. P—K 5 P×P 10. Kt×P Q—K 2 11. Kt×Kt Kt P×Kt 12. B×P, &c.

(*c*) If 5. Kt—B 3 6. Kt—B 3 &c.

TABLE XXXIX.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—Q 4 / Kt×P

1.	2.	3.	4.	5.
4. Kt×P (*a*) / Kt—K 3				**4.** Kt×Kt / P×Kt
5. QKt—B 3 ! / B—Kt 5	**5.** P—KB 4 ? / Kt—B 3 ?	**5.** / B—B 4 !	**5.** B—QB 4 / P—QB 3	**5.** Q×P / Kt—K 2 ? (*d*)*
6. B—Q 2 / Kt—B 3	**6.** B—Q 3 / Kt—B 4	**6.** Kt—KB 3 / P—QB 3 ! (*b*)	**6.** B×Kt ! (*c*) / Q—R 4 ch	**6.** B—QB 4 (*e*) / Kt—B 3
7. P—B 3 / Castles !	**7.** QKt—B 3 / Kt×B ch	**7.** B—B 4— / Kt—K 2—	**7.** Kt—B 3 / Q×KKt	**7.** Q—Q 5 / Q—B 3
8. B—QB 4 / P—Q 3	**8.** Q×Kt / B—Kt 5		**8.** B—Kt 3 / B—B 4	**8.** Castles / B—Kt 5 (*f*)
9. Kt—Q 3 / B×Kt	**9.** B—Q 2 / Castles		**9.** Castles— / Kt—B 3—	**9.** P—QB 3 / B—R 4
10. B×B+	**10.** Castles QR / P—Q 3			**10.** P—KB 4+
	11. Kt—B 3 / P—B 3+			

(*a*) Steinitz and Wormald prefer this move; but the *Handbuch* and *Theorie und Praxis* recommend 4. Kt×Kt

(*b*) The *Modern Chess Instructor*, p. 76, gives the inferior continuations 6. Q—B 3 and 6. P—Q 3 only.

(*c*) Again we venture to differ with Steinitz, who only gives the bad continuation 6. Kt×KBP which loses the game for White.

(*d*) If 5. Q—B 3 6. P—K 5 / Q—QKt 3 ! even game.

(*e*) If 6. B—KKt 5 / Kt—B 3

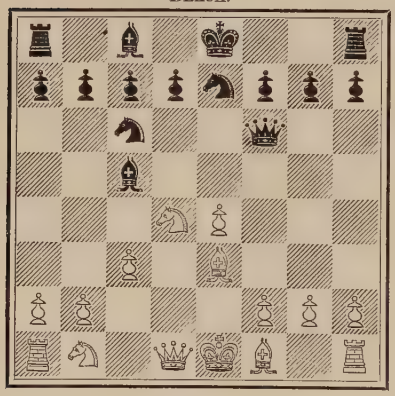
(*f*) Steinitz gives 8. Kt—Kt 5 9. Q—Q sq—, but we prefer the move in the text.

* A weak continuation, given by Steinitz and the *Handbuch*.

TABLES XXV., XXVI., XXVII., XXVIII., XXIX., and XXX.

Column 1 *in each Table.*—Position after Black's 6th move.

BLACK.

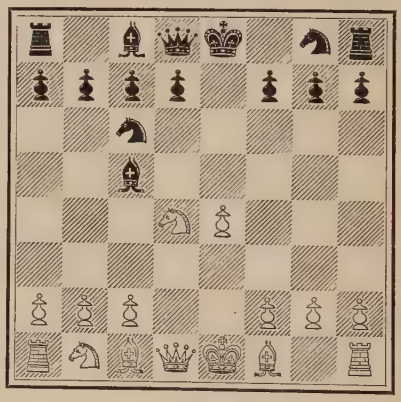


WHITE.

TABLES XXXI. and XXXII.

Position after Black's 4th move.

BLACK.

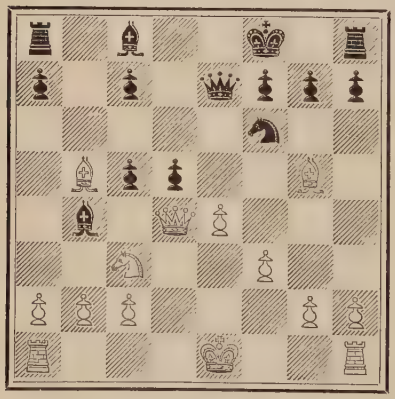


WHITE.

TABLE XXXIV.

Column 1.—Position after Black's 10th move.

BLACK.

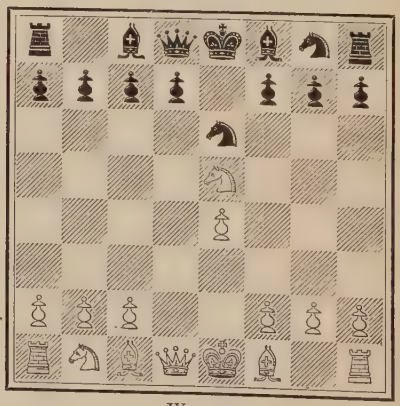


WHITE.

TABLE XXXIX.

Columns 1, 2, 3, and 4.—Position after Black's 4th move.

BLACK.



WHITE.

THE RUY LOPEZ.

THE force of the attack obtainable by the *Ruy Lopez*, or Spanish opening, is still recognised by most of the leading players of all countries; hence its frequent adoption in important tournaments and matches over the board and by correspondence. Formerly the attack was considered to be almost irresistible; but recent analysis has shown it to be less formidable than was supposed. Steinitz, in his *Modern Chess Instructor*, expresses the opinion "that at the utmost White can only get an even game against the best defence," which he thinks is 3. $\frac{\quad}{\text{P—Q 3}}$. Theoretically speaking, the result of many other defences ought to be an even game; but, as Wormald rightly observes, the *chances* in actual play are on the side of the first player. The defence of 3. $\frac{\quad}{\text{P—Q 3}}$ recommended by Steinitz, will, we think, never be very popular, as it yields Black a cramped position for a long time, and requires very delicate handling. M. Taubenhaus does not like it.

TABLE XL.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—Kt 5

1.	2.	3.	4	5.
3. Kt—B 3				
4. Castles / Kt×P				
5. P—Q 4 ! / B—K 2 !			**5.** P—QR 3	
6. Q—K 2 / Kt—Q 3		**6.** P—Q 5 ? / Kt—Q 3 !	**6.** B×Kt / QP×B	
7. B×Kt / KtP×B !		**7.** P×Kt / Kt×B	**7.** R—K sq ! / Kt—Q 3	**7.** Kt—B 3
8. P×P / Kt—Kt 2		**8.** P—QB 4 ! / Kt—Q 5	**8.** Kt×P / B—K 2	**8.** Kt×P / B—K 3
9. Kt—Q 4 / Castles*	**9.** P—B 4 / Castles	**9.** Kt×Kt / P×Kt	**9.** Q—K 2 / B—K 3	**9.** Q—K 2 / B—K 2
10. R—Q sq (*a*) / Q—K sq !	**10.** Kt—QB 3 ! / P—KB 4	**10.** Q×P / Castles !	**10.** P—QB 3 / Kt—B 4	**10.** Kt—B 3+
11. Kt—QB 3— / P—B 3—	**11.** Kt—Q 4 (*b*) / Q—K sq	**11.** P×QKtP / B×P	**11.** QKt—Q 2+	
	12. P—B 4— / —	**12.** B—KB 4 / B—KB 3		
		13. B—K 5 / B×B		
		14. Q×B / R—K sq		
		15. Q—KKt 3 / R—K 3		
		16. P—KB 3 / R—K 7 ! + (*c*)		

* *See also* Table XLII., col. 1.

(*a*) If 10. Kt—QB 3 / P—B 3 11. P—K 6 / R—K sq 12. P×P / Q×P 13. Q—B 4 ch / K—B sq 14. R—K sq / B—Q 3 15. B—Q 2 / Kt—B 4 16. Kt—Kt 3 / Kt×Kt &c.

(*b*) White may also play 11. P×P *en passant* (Zukertort).

(*c*) Continued 17. P—QKt 3 / Q—K 2 18. P—QR 4 ! / P—Q 4 19. Kt—R 3 / P—Q 5 20. Kt—QKt 5 / P—QB 4+ (*Nuova Rivista*).

TABLE XLI.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—Kt 5 / Kt—B 3

1.	2.	3.	4.	5.
4. Castles / Kt×P				**4.** Castles / Kt×P (*c*)
5. P—Q 4 / Kt—Q 3				**5.** R—K sq / Kt—Q 3 !
6. P×P / Kt×B				**6.** Kt×KP ! / B—K 2 !
7. P—QR 4 / KKt—Q 5 ! *	**7.** ——— / P—Q 3	**7.** Kt×P		**7.** B×Kt / QP×B
8. Kt×Kt / Kt×Kt	**8.** P×Kt / Kt×P	**8.** Kt×Kt / Kt—Q 3		**8.** Q—K 2 / B—K 3
9. Q×Kt— / B—K 2—	**9.** R—K sq / P—KB 3	**9.** R—K sq / B—K 2		**9.** P—Q 3 ! / Kt—B 4
	10. Kt—R 4 / B—K 2	**10.** B—KKt 5 / P—KB 3		**10.** Kt—Q 2 / Castles
	11. P—KB 4 / Kt—B 2	**11.** B×P ! / P×B	**11.** Q—R 5 ch ? / K—B sq !	**11.** P—QB 3 / R—K sq
	12. Q—K 2 / P—Q 4	**12.** Q—R 5 ch / K—B sq	**12.** Kt—Kt 6 ch / P×Kt	**12.** Kt—K 4— / Q—Q 4—
	13. R—R 3 ! (*a*) / K—B sq !	**13.** Kt—Kt 6 ch / P×Kt	**13.** Q×R ch / K—B 2	
	14. R—Q 3 / P—B 3	**14.** Q×R ch / K—B 2	**14.** Q×Q / B×Q	
	15. P—QB 4+	**15.** Q—R 7 ch / K—B sq	**15.** B—R 4 / P—KKt 4	
		16. R—R 3 !+	**16.** B—Kt 3+ (*b*)	

* If 7. ——— / Kt—Q 3 *see* Table XLIII., col. 5. Steinitz prefers to 6. P×P, 6. B× Kt / KtP×B 7. P×P / Kt—Kt 2 8. B—Kt 5 / B—K 2 9. B×B / Q×B 10. R—K sq &c.

(*a*) (Breslau Tournament, 1889, Gossip *v.* Harmonist.) The former played here 13. Kt—QB 3, which is not so strong, acquiring, however, a winning position ; but the game resulted in a draw.

(*b*) These moves occurred also in a game in the Breslau Tourney between the author and Herr Schallop. Although White has won the exchange, he is a pawn *minus*, and winning will be found much more difficult than in the preceding column, where White sacrifices the Bishop on his eleventh move.

(*c*) If 4. ——— / B—K 2 ? 5. P—Q 4 ! / Kt×P (if 5. ——— / P×P 6. P—K 5 / Kt—K 5 7. R—K sq+) 6. P×P / P—QR 3 7. B—QB 4+ as White KB occupies a commanding diagonal (Steinitz).

TABLE XLII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—Kt 5 / Kt—B 3

1.	2.	3.	4.	5.
4. Castles / Kt×P	**4.** P—Q 3 / P—Q 3 ! *	**4.** / B—QB 4 ?		
5. P—Q 4 / B—K 2 (*a*)	**5.** P—B 3 / P—KKt 3	**5.** P—B 3 / Q—K 2	**5.** / Castles	**5.** / P—Q 3
6. Q—K 2 / Kt—Q 3	**6.** QKt—Q 2 / B—Q 2	**6.** Castles / Castles	**6.** B×Kt / Kt P×B	**6.** P—Q 4 / P×P
7. B×Kt / Kt P×B	**7.** Q—K 2 (*c*) / B—Kt 2	**7.** P—Q 4 / B—Kt 3	**7.** Kt×P / P—Q 4	**7.** P×P / B—Kt 5 ch
8. P×P / Kt—Kt 2	**8.** Kt—B sq / Q—K 2	**8.** B×Kt ! / Kt P×B !	**8.** P×P / Q—K sq	**8.** K—B sq +
9. Kt—Q 4 / Kt—B 4 ?	**9.** B—Q 2— / Kt—Q sq—	**9.** Kt×P / P—Q 3	**9.** Castles +	
10. R—Q sq / B—Kt 2		**10.** Kt×P / Q×P		
11. Q—Kt 4 / P—Kt 3		**11.** Kt—Kt 4 / P—B 4		
12. B—R 6 / B—KB sq		**12.** Kt—B 2 / B—R 3		
13. B×B / R×B		**13.** R—K sq / Q—R 5		
14. Kt—QB 3 / Q—K 2		**14.** P—B 3 +		
15. P—Kt 4 / Kt—K 3				
16. Kt—K 4 / Castles				
17. Kt B 6 or QB 5 (*b*)				

(*a*) If 5. / P×P 6. R—K sq / P—KB 4 7. Kt×P / Q—R 5 ! or 7. / Kt×Kt but White should win in either case, with best play.

(*b*) If 17. Kt—B 5 / P—KR 4 with a strong counter attack, as played by Showalter against Max Judd.

(*c*) Steinitz gives 7. B—R 4 / B—Kt 2 8. Kt—B sq / Castles 9. Kt—K 3 and slightly prefers White.

* If 4. / Kt—K 2 5. B—QB 4 ! / P—B 3 6. Kt—B 3 / Kt—Kt 3 7. Kt—K Kt 5 or P—KR 4 +

TABLE XLIII.

1. P—K 4	2. Kt—KB 3	3. B—Kt 5
P—K 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5.
4. P—Q 4	**4.**	**4.**	**4.** P—Q 4	**4.** Castles
P×P	Kt×KP	Q Kt×P	P×P	Kt×P
5. P—K 5	**5.** P—Q 5	**5.** Kt×Kt	**5.** P—K 5 (*d*)	**5.** P—Q 4
Kt—K 5	Kt—Q 3	P×Kt	Kt—K 5	Kt—Q 3
6. Castles	**6.** B×Kt	**6.** P—K 5	**6.** Castles	**6.** P×P
B—K 2	Kt P×B	P—QB 3	B—K 2	Kt×B
7. Kt×P !	**7.** P×P	**7.** Castles	**7.** Kt×P	**7.** P—QR 4
Castles !	P—K 5	P×B	Kt×Kt?	Kt—Q 3
8. Kt—B 5	**8.** Kt—Q 4	**8.** B—Kt 5		**8.** B—Kt 5
P—Q 4	P×P	B—K 2		P—B 3
9. Kt×B ch	**9.** Kt×P—(*b*)	**9.** P×Kt		**9.** P×Kt (*e*)
Kt×Kt	Q—Q 2—	B×P		B×P ! (*f*)
10. P—KB 3		**10.** R—K sq ch		**10.** B—R 4
P—QB 3		K—B sq		Castles
11. P×Kt		**11.** B×B		**11.** Kt—B 3
Q—Kt 3 ch		Q×B		B—K 2 or
12. K—R sq		**12.** P—QB 3		**11.** —
Q×B		P—Q 4		P—KKt 4— (*g*)
13. Kt—B 3		**13.** P×P		
Q—B 4		B—K 3		
14. B—Kt 5		**14.** Kt—B 3		
P—Q 5		P—QR 3		
15. B×Kt		**15.** R—K 5		
Q×B		R—Q sq		
16. Q×P		**16.** Q—Kt 3		
R—K sq		P—KKt 3+(*c*)		
17. Q—B 2— (*a*)				
B—Kt 5—				

(*a*) Salvioli and Steinitz, or (col. 1) 9. P×P *en pass.* 10. P×B 11. Q—K 2—
QB×Kt Kt×KP Q—Q 3—

(*b*) *Handbuch.*

(*c*) Steinitz prefers the Black on account of the following continuation:—17. Kt×P
R×Kt

18. R×R 19. R—Q 6 followed by R—QB sq
K—Kt 2 B×Q

(*d*) Or, as in Column 1, 5. Castles 6. P—K 5 with the same variation by a transposition
B—K 2 Kt—K 5
of moves.

(*e*) 9. P×P appears decisive. Col. 5 occurred between Burn and Gunsberg.

(*f*) If 9. 10. R—K sq ch 11. Q—Q 5 ch 12. P×P 13. Kt—B 3+
P×B K—B 2 K—Kt 3 Q—B 3

(*g*) If 11. 12. R—K sq 13. Q—Q 4 &c.
Kt—K 4 Kt—B 2

TABLE XLIV.

1.	2.	3.
P—K 4	Kt—KB 3	B—Kt 5
P—K 4	Kt—QB 3	Kt—B 3
Taubenhaus. Showalter.		Taubenhaus. Goetz.

	1.			2.	3.
4.	Castles	**18.** B—K 3	**32.** P—B 4	**4.** P—Q 3	**4.** Castles
	Kt×P	Kt—Q 6	B—B 6	Kt—K 2	Kt×P
5.	P—Q 4	**19.** KR—Q sq	**33.** K—Kt sq	**5.** B—QB 4	**5.** P—Q 4
	B—K 2	B—R 3	Kt×BP	P—QB 3	B—K 2
6.	Q—K 2	**20.** Q—B 2	**34.** Kt×Kt	**6.** Kt—B 3	**6.** Q—K 2
	Kt—Q 3	P—B 4	R×Kt	Kt—Kt 3	Kt—Q 3
7.	B×Kt	**21.** R—Q 2	**35.** Q—K 6 ch	**7.** P—KR 4	**7.** B×Kt
	KtP×B	P—B 5	K—R 2	P—KR 4	KtP×B
8.	P×P	**22.** P—Kt 4	**36.** P—KR 3	**8.** P—Q 4	**8.** P×P
	Kt—Kt 2	P—R 4	Q—Kt 4 ch	B—Kt 5	Kt—Kt 2
9.	Kt—Q 4	**23.** B—Q 4	**37.** K—R 2	**9.** P×P	**9.** P—B 4
	Castles	P—R 5	R—K 5	KKt×P	Castles
10.	Kt—QB 3	**24.** Kt—B sq	**38.** Q×R ch!	**10.** Q—Q 4	**10.** Kt—Q 4
	Kt—B 4	B—B sq	P×Q	Q—R 4	P—QB 4
11.	R—K sq	**25.** Kt—K 3	**39.** QR—B 2	**11.** Q×Kt	**11.** Kt—B 5
	Kt—K 3 ! (*a*)	B—K 3	P—K 6	B×Kt ch	P—Q 3
12.	Kt—B 5	**26.** K—R sq	and wins	**12.** P×B	**12.** Kt×B ch
	P—KB 3	R—B 2		Q×P ch	Q×Kt
13.	Kt×B ch	**27.** P—B 3		**13.** K—K 2	**13.** B—B 4
	Q×Kt	Q—R 4		Q×R	P—B 3
14.	P×P	**28.** R—KB sq		**14.** B×P ch and wins	**14.** Kt—B 3
	Q×P	P—R 6			BP×P
15.	Kt—K 4	**29.** Q—R 4			**15.** Kt—Q 5
	Q—Kt 3	P×P ch			Q—B 2
16.	Kt—Kt 3 ?	**30.** Kt×P			**16.** B—Kt 3—
	P—Q 4 !	QR—KB sq			—
17.	P—QB 3	**31.** Q—B 6			
	Kt—B 4	B—Kt 5			

(*a*) Followed also by B—Kt 4

TABLE XLV.

1. P—K 4	2. Kt—KB 3	3. B—Kt 5
P—K 4	Kt—QB 3	P—QR 3

1.	2.	3.	4	5.
4. B—R 4				
Kt—B 3				
5. Castles *				
Kt×P				
6. P—Q 4				
P—QKt 4				
7. B—Kt 3				
P—Q 4				
8. P×P				
Kt—K 2 (*a*)				
9. Kt—Kt 5	**9.**		**9.** R—K sq	**9.**
Kt—QB 4 !	Kt×Kt		B—Kt 2 (*d*)	Kt—QB 4 !
10. Kt—QB 3	**10.** B×Kt		**10.** Kt—Kt 5	**10.** Kt—Q 4
P—QB 3	P—QB 3		Kt×Kt	Kt—K 3
11. R—K sq —	**11.** P—QR 4—	**11.**	**11.** B×Kt	**11.** P—QB 3
Kt—K 3 ! —(*b*)	B—Q 2 ! —	P—Kt 5 ?	P—KR 3	P—QB 4
	or	**12.** P—QB 4	**12.** B—R 4	**12.** Kt—B 3
	11. —	P×P *en pass.*	Q—Q 2	Kt—B 2+
	B—K 3—	**13.** Kt×P	**13.** Kt—K 2+	
		R—Kt sq		
		14. Kt—K 4 !		
		B—K 3		
		15. Kt—Q 6 ch		
		K—Q 2		
		16. Q—Q 3		
		Q—Kt 3		
		17. P—R 5		
		Q×B (*c*)		

* Or 5. P—Q 4 P×P 6. Castles B—K 2 7. P—K 5 Kt—K 5 8. Kt×P Kt—B 4 9. Kt—B 5 Castles 10. Q—Kt 4 Kt—K 3 11. R—K sq. K—R sq

(if 11. P—Q 3 or 4 12. P×P *en pass.*+ ; or if 11. P—B 3 12. B—Kt 5 P—KKt 3 13. Kt—B 3 K—R sq

14. Kt×B Q×Kt 15. Kt—Q 5+) 12. B—Kt 3 P—KKt 3 13. Kt×B Kt×Kt! 14. B×Kt BP×B 15. B—Kt 5 Q—K sq

16. B—B 6 ch K—Kt sq 17. Kt—B 3 P—Q 4 18. QR—Q sq Kt—B 4 19. R—Q 3+

(*a*) If 8. B—K 3 see Table LV., col. 3, p. 64.

(*b*) If 11. Kt×B 12. RP×Kt P—KR 3 13. QKt—K 4 ! &c.+. See illustrative game II. between Showalter and Max Judd, page 55, Table XLVII.

(*c*) Continued 18. Q×RP P—KR 3 19. R—R 3 Q×P 20. B—QB sq Q—Kt 5 21. B—Q 2 and wins (Frankfort *v.* Stuttgart).

(*d*) Steinitz, in the *International Chess Magazine* for Oct. 1887, p. 341, in his notes to a prize game between the author and Esling, says, "But we do not consider this development of the Bishop advisable. P—QB 3 keeps the centre strong, and reserves the QP for action in the centre, or on the King's side, on a diagonal which is more free"; but it loses a piece on account of Black's rejoinder 10. R×Kt.

TABLE XLVI.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—Kt 5 / P—QR 3

1.	2.	3.	4.	5.
4. B—R 4 / Kt—B 3				
5. Castles (*a*) / Kt×P		**5.** P—Q 3 / P—Q 3 *	**5.** / B—QB 4	
6. R—K sq / Kt—QB 4	**6.** P—Q 4 / P—QKt 4	**6.** P—B 3 / B—K 2	**6.** P—B 3 / P—QKt 4	**6.** Castles / P—Q 3
7. B×Kt / QP×B	**7.** Kt×P ? / Kt×Kt !	**7.** QKt—Q2 ! (*b*) / Castles	**7.** B—Kt 3 / P—Q 4	
8. Kt×P / B—K 2	**8.** P×Kt / B—Kt 2	**8.** Kt—B sq (*c*) / Kt—Q 2	**8.** P×P / Kt×P	
9. P—Q 4 / Kt—K 3	**9.** B—Kt 3 / P—Q 4+	**9.** B—K 3 / P—B 4	**9.** Kt×P / B×P ch	
10. B—K 3 / Castles		**10.** P×P / R×P	**10.** K×B / Kt×Kt	
11. Kt—QB 3— / P—KB 3—		**11.** B—Kt 3 ch / K—R sq	**11.** R—K sq / Q—B 3 ch	
		12. P—KR 4— / —	**12.** K—Kt sq / Kt—K 2	
			13. Q—K 2 / Kt—KKt 5	
			14. P—KR 3 / Kt—R 3	
			15. B×Kt / P×B	
			16. R—KB sq / B—B 4	
			17. R×B+	

(*a*) For the consequences of 5. Kt—B 3 here, see the Double Ruy Lopez and Four Knights' Game, where the same position is arrived at by a transposition of moves.

(*b*) White must now follow up with Kt—B sq and Kt—K 3, &c., if Black play 6. P—KKt 3 instead of 6. B—K 2 as above. Steinitz prefers 6. P—KKt 3 followed by B—Kt 2

(*c*) (Paris *v.* Vienna.) Steinitz prefers 8. Kt—K sq.

* If 5. P—QKt 4 / P×P 6. B—Kt 3 / B—B 4 7. P—B 3 &c. If Black now play 7. P—Q 4 ? then 8. P×P / Kt×P 9. Castles ! / B—KKt 5 10. P—KR 3 / B—R 4 (if 10. B×Kt / P×B 11. P—Kt 4 / B—KKt 3 12. R—K sq+ Or, again, 9. Q—K 2 / Castles 10. Q×B / QKt—K 2 11. Q—K 4 / B—K 3 12. R—K sq+) 10. Q—K 4 / B—K 3 11. Kt—Kt 5 ! / P—Kt 3 12. Kt×B+ (Steinitz).

TABLE XLVII.

1. P—K 4	2. Kt—KB 3	3. B—Kt 5
P—K 4	Kt—QB 3	P—QR 3

GAME I.

SHOWALTER—MAX JUDD.

4. B—R 4	**14.** P—B 4	**24.** Q—Q 4	
Kt—B 3	Q—Q 2	P—KR 4	
5. Castles	**15.** Kt—K 2	**25.** B—B 2	
Kt×P	Castles (KR)	B—K 3!	
6. P—Q 4	**16.** Kt—Kt 3	**26.** Q—K 3	
P—QKt 4	P—Kt 3? (*c*)	R—QB sq	
7. B—Kt 3	**17.** P—B 3	**27.** R—KR 4	
P—Q 4	B—KKt 5	P—QB 4?	
8. P×P	**18.** Q—Q 2	**28.** Q—Kt 5	
Kt—K 2	B—R 5	K—B sq	
9. Kt—Kt 5 (*a*)	**19.** P—B 5	**29.** B—Q sq	
Kt×Kt?	B×Kt	KR—Kt sq	
10. B×Kt	**20.** P—B 6	**30.** P—Kt 4	
P—QB 3	K—R 2 (*d*)	P×P	
11. Kt—B 3	**21.** P×B	**31.** Q—R 6 ch	
B—K 3? (*b*)	QR—K sq	K—K sq	
12. K—R sq	**22.** QR—K sq	**32.** Q—Kt 7 ! (*e*)	
P—KR 3	R—KR sq	Resigns *D*	
13. B×Kt	**23.** R—B 4		
B×B	K—Kt sq		

GAME II.

SHOWALTER—MAX JUDD.

4. B—R 4	**15.** Kt×P ch		
Kt—B 3	K—K sq		
5. Castles	**16.** Kt×R		
Kt×P	B—K 3		
6. P—Q 4	**17.** R—Q sq		
P—QKt 4	P—Kt 4		
7. B—Kt 3	**18.** R—Q 6		
P—Q 4	B—B 4		
8. P×P	**19.** P—KKt 4		
Kt—K 2	B—R 2		
9. Kt—Kt 5	**20** P—R 4		
Kt—B 4?	B—Kt 2		
10. Kt—QB 3	**21.** P—R 5		
P—QB 3	Kt—B sq		
11. R—K sq	**22.** R×BP		
Kt×B *	B×Kt		
12. RP×Kt	**23.** R×KRP		
P—R 3	R—R 2		
13. QKt—K 4 *D*	**24.** B—K 3		
QP×Kt	K—Q 2		
14. Q×Q ch	**25.** QR×P & wins		
K×Q			

(*a*) 9. R—K sq may also be played here.

(*b*) _____ is the proper move.
Q—B 2

(*c*) 16. _____ was the correct play.
P—KB 4

(*d*) Gunsberg prefers 20. _____ 21. Q×RP 22. R×B &c.
B×KP B×KBP QR—K sq

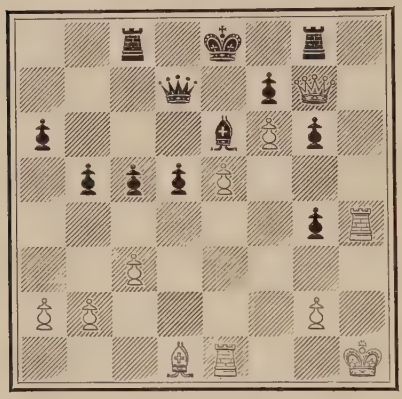
(*e*) A splendid finish!

(*D*) *See* Diagrams on next page, with notes.

* 11. _____ is best here.
Kt—K 3

GAME I.—Position after White's 32nd move.

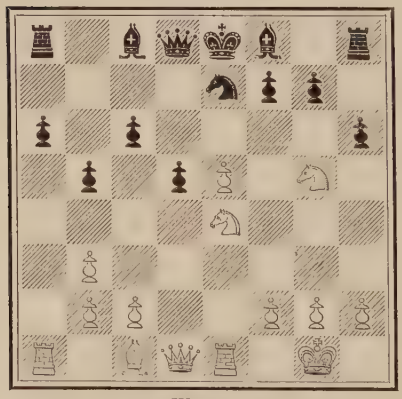
MAX JUDD.
BLACK.



WHITE.
SHOWALTER.

GAME II.—Position after White's 13th move.

MAX JUDD.
BLACK.



WHITE.
SHOWALTER.

Mr. Pollock says: "A truly magnificent conception—real Showalter"; and gives the subjoined analysis to show that Black had no better resource than the move he made, *e.g.*—

If	13. R P×Kt	14. Kt—Q 6 ch K—Q 2	15. Kt×B P Q—K sq	16. P—K 6 ch K—B 2	17. Kt×R+	
Or if	13. Kt—Kt 3	14. Kt—B 6 ch P×Kt	15. P×P ch K—Q 2	16. Kt×P Q×P	17. Kt×R+ Kt×Kt	
	18. P—Q B 4+					

TABLE XLVIII.

1. P—K 4	2. Kt—KB 3	3. B—Kt 5
P—K 4	Kt—QB 3	P—QR 3

GAME III.

GOSSIP—MULLER.

4. B—R 4	**16.** B—B 2	**4.** B—R 4		
Kt—B 3	Kt—Kt 3	Kt—B 3		
5. Castles	**17.** P—KR 4	**5.** P—Q 4		
Kt×KP	P—KR 4!	P×P		
6. P—Q 4	**18.** QR—Q sq	**6.** Castles		
B—K 2	Kt—QKt sq	B—K 2		
7. R—K sq	**19.** Kt—Q 4!	**7.** P—K 5	Varn.	Varn.
Kt—Q 3	P—QB 4	Kt—K 5		
8. P×P	**20.** Kt—B 5	**8.** Kt×P	**8.**	**8.**
Kt—KB 4	P—B 5	Kt×Kt	Kt—B 4	Castles!
9. Kt—B 3	**21.** Q—K 2	**9.** Q×Kt	**9.** Kt—B 5	**9.** Kt—B 5
Castles	R—B 3	Kt—B 4	Castles!	P—Q 4!
10. Kt—Q 5	**22.** Q×RP	**10.** B—Kt 3		**10.** P×P *en pass.*
P—QKt 4	R—K 3	Kt×B		B×Kt
11. B—Kt 3	**23.** Kt—Q 6	**11.** RP×Kt		**11.** B×Kt—
B—Kt 2	R×Kt	Castles		Kt×QP—
12. Kt×B ch	**24.** P×R	**12.** B—B 4		
Q×Kt	Q—B sq	K—R sq		
13. B—KKt 5	**25.** B×Kt	**13.** Kt—B 3		
Q—K sq	P×B	P—Q 3		
14. Q—Q 3	**26.** Q×P	**14.** Kt—Q 5—		
KKt—K 2	Q—B 3	R—K sq—(*a*)		
15. P—QB 3	**27.** B—R 6			
QR—B sq	Resigns			

(*a*) Steinitz thinks Black can draw, with Bishops of opposite colours.

TABLE XLIX.

1. P—K 4	**2.** Kt—KB 3	**3.** B—Kt 5
P—K 4	Kt—QB 3	KKt—K 2

1.	2.	3.	4.	5.
4. P—B 3 (*a*)	**4.** P—Q 4		**4.** Castles	**4.** P—Q 4
P—Q 4	P×P		P—KKt 3	P×P
5. Kt×P	**5.** Kt×P		**5.** P—Q 4	**5.** Kt×P
P×P	Kt×Kt		P×P	Kt×Kt
6. Q—K 2 (*b*)	**6.** Q×Kt	**6.**	**6.** Kt×P	**6.** Q×Kt
Q—Q 4	P—QB 3 ?	Kt—QB 3 !	B—Kt 2	Kt—QB 3
7. Kt×Kt	**7.** B—R 4	**7.** Q—Q 5 (*d*)	**7.** P—QB 3	**7.** B×Kt
Kt×Kt (*c*)	P—Q 4	B—K 2	Castles	KtP×B
8. P—Q 4	**8.** Kt—B 3	**8.** Kt—B 3	**8.** B—K 3 —	**8.** Castles
B—KB 4	B—K 3	Castles !	—	P—Q 3
9. Kt—Q 2	**9.** B—K 3 +	**9.** B—Q 2 —		**9.** Kt—B 3
Castles QR		Q—K sq —		Q—R 5
10. Kt—B 4				**10.** B—K 3
B—Kt 3				B—Q 2
11. B—KB 4 +				**11.** QR—Q sq —
				—

) Preferred by Steinitz, but condemned by the *Handbuch*, as Black, by 4. ____, can
P—Q 4
resolve the opening into Ponziani's Knights Game, or he may equalise matters by 4. ____
P—QR 3.

(*b*) By 6. Q—R 4 we have a position in Ponziani's Knights' Game.

(*c*) If 7. ____ 8. B—B 4 9. Castles followed by P—KB 3 &c.
P×Kt Q—KB 4

(*d*) Or 7. B×Kt 8. Castles 9. Kt—B 3 10. B—K 3 11. QR—Q sq &c.
KtP×B P—Q 3 Q—R 5 B—Q 2

TABLE L.

1.	2.	3.
P—K 4	Kt—KB 3	B—Kt 5
P—K 4	Kt—QB 3	B—B 4

	1.	2.	3.	4.	5.
4.	P—B 3				
	KKt—K 2	Q—K 2	Q—B 3	P—Q 3	P—KB 4
5.	Castles	Castles	Castles (*d*)	P—Q 4	B×Kt
	Castles (*a*)	P—KB 3	KKt—K 2	P×P	QP×B
6.	P—Q 4	P—Q 4	P—Q 4	P×P	Kt×KP
	P×P	B—Kt 3	P×P	B—Kt 5 ch	B—Q 3 (*e*)
7.	P×P	P—QR 4!	B—KKt 5	K—K 2	Q—R 5 ch
	B—QKt 3	P—QR 3	Q—Kt 3	P—Q 4	P—Kt 3
8.	P—Q 5	B—B 4	B×KKt	Q—QR 4	Kt×KtP
	Kt—QKt sq	Kt—Q sq (*c*)	Kt×B	P×KP	Kt—B 3
9.	P—Q 6	P—R 5	P×P	B×Kt ch	Q—R 4
	P×P (*b*)	B—R 2	B—Kt 3	P×B	R—KKt sq
10.	Q×P!	Q—Kt 3	Kt—QB 3	Q×P ch+	P—K 5
	B—B 2	P×P	Castles		R×Kt
11.	Q—QR 3	P×P	B—Q 3+		P×Kt
	P—Q 4	Kt—B 2			Q×P
12.	R—Q sq	Kt—B 3			Q×Q
	B—Q 3	P—B 3			R×Q
13.	Q—R 4	P—K 5+			P—Q 3+
	P×P *				
14.	B—KB 4				
	P×Kt				
15.	R×B				
	Q—B 2				
16.	Kt—QB 3+				

(*a*) If 5. P—QR 3 6. B—R 4 Castles 7. P—Q 4 P×P 8. P×P B—Kt 3 9. P—Q 5+ or if 5. P—Q 4 6. Kt×P P×P 7. Kt×P! K×Kt 8. Q—R 5 ch Kt—Kt 3 9. Q×B+

(*b*) If 9. Kt—KKt 3 10. P×P B or Q×P 11. Kt—QB 3 &c.

* If 13. B—K 3 14. Kt—QB 3 &c.

(*c*) If 8. P—Q 3 9. P—R 5 B—R 2!

(*d*) Also 5. P—Q 4 P×P 6. P—K 5 Q—Kt 3 7. P×P+

(*e*) If 6. Kt—KB 3 or Q—K 2 7. P—Q 4+ or if 6. Q—R 5 7. Castles P×P 8. Q—QKt Q—K 2 9. P—Q 4 B—Kt 3 10. B—KB 4 Kt—KB 3 11. Kt—Q 2 Q—K 3 12. QR—K sq Q×Q 13. RP×Q B—KB 4 14. P—KB 3+

TABLE LI.

1. P—K 4	2. Kt—KB 3	3. B—Kt 5
P—K 4	Kt—QB 3	P—B 4

1.	2.	3.	4.	5.
4. P—Q 4		**4.** Kt—QB 3		**4.** P×P
P×QP		P×P		P—K 5
5. P—K 5		**5.** QKt×P		**5.** Q—K 2
B—B 4 (*a*)		P—Q 4 (*d*)		Q—K 2
6. Castles		**6.** Kt—QB 3	**6.** Kt×P	**6.** B×Kt ch
KKt—K 2		P—K 5	Q—K 2	QP×B
7. P—B 3 (*b*)		**7.** Kt—K 5	**7.** P—Q 4	**7.** Kt—Q 4
P×P		Kt—K 2	B—Q 2	Kt—KR 3 (*g*)
8. Q—Kt 3		**8.** P—Q 4	**8.** B×Kt	**8.** P—KKt 4
P×P		B—Q 2	B×B	P—KKt 3
9. B×P	**9.**	**9.** Kt×B	**9.** Kt—Kt 5	**9.** Kt—QB 3
P—QR 3	Kt—R 4 (*c*)	Q×Kt	Kt—K 3	P×P
10. Kt—Kt 5	**10.** Q—B 3+	**10.** B×Kt	**10.** Castles+	**10.** P×P
R—B sq		P×B ! (*e*)		Kt×P
11. B—B 4+		**11.** Castles		**11.** Q—R 5 ch
		Kt—Kt 3		Q—B 2
		12. P—B 3+ (*f*)		**12.** Q×Q
				K×Q
				13. KKt—K 2—*

(*a*) If 5. B—Kt 5 ch 6. P—B 3 P×P 7. Castles P×P 8. B×P &c. (Steinitz).

(*b*) Or 7. QKt—Q 2 followed by Kt—Kt 3 and R—K sq or B—KKt 5 &c.

(*c*) If 9. P—Q 3 10. R—Q sq or Kt—Kt 5 &c.

(*d*) If 5. P—Q 3 we have a position in the Philidorian Defence favourable to the first player.

(*e*) If 10. Q×B 11. Q—R 5 ch P—Kt 3 12. Q—K 5 R—KKt sq 13. B—Kt 5+

(*f*) Mr. Ranken's analysis.

(*g*) If 7. P—B 4 8. Kt—K 6+ ; or if 7. P—KKt 3 8. P×P &c.

* *Handbuch.*

TABLE LII.

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** B—Kt 5 Kt—Q 5?

1.	2.	3.	4.	5.
4. Kt×Kt P×Kt		**4.** Kt×Kt P×Kt		
5. Castles P—KR 4		**5.** Castles P—B 3 !		
6. P—Q 3 P—QB 3	**6.** B—B 4	**6.** B—R 4 ! (*b*) Kt—B 3	**6.** P—QKt 4	
7. B—R 4 Kt—B 3	**7.** P—KR 3 P—QB 3	**7.** R—K sq ! B—B 4	**7.** B—Kt 3 P—QR 4	
8. P—K 5 Kt—Q 4 (*a*)	**8.** B—QB 4 P—Q 4	**8.** P—K 5 Kt—Q 4	**8.** P—QB 3 P—R 5	**8.** P—Q 6
9. B—Kt 3 Kt—Kt 3	**9.** P×P P×P	**9.** B—Kt 2 Kt—Kt 3	**9.** B—B 2+	**9.** Q—B 3+
10. Kt—Q 2+	**10.** B—Kt 5 ch K—B sq	**10.** P—Q 3 Castles		
	11. B—QR 4 P—KKt 4	**11.** Kt—Q 2 P—Q 4		
	12. R—K sq+	**12.** P×P *en pass* B×P		
		13. Kt—K 4+		

(*a*) If 8. Kt—Kt 5 9. P—KR 3 Kt×KP 10. R—K sq+

(*b*) If 6. B—B 4 Kt—B 3 7. P—Q 3 P—Q 4 8. P×P Kt×P 9. Kt—Q 2 B—K 2 10. Kt—K 4— Castles— (If 10. Kt—B 3 Kt—Kt 3 &c.)

TABLE LIII.

1. P—K 4	2. Kt—KB 3	3. B—Kt 5
P—K 4	Kt—QB 3	Kt—Q 5 ?

1.	2.	3.	4.	5.
4. Kt×Kt		**4.** Kt×Kt		**4.** Kt×Kt
P×Kt		P×Kt		P×Kt
5. Castles		**5.** P—Q 3		**5.** P—Q 3
B—B 4 *		P—QB 3		B—B 4
6. P—Q 3		**6.** B—R 4	**6.** B—B 4	**6.** Q—R 5
Q—R 5		Kt—B 3	Kt—B 3	Q—K 2
7. Kt—Q 2		**7.** Castles	**7.** Castles (*c*)	**7.** B—KKt 5
Kt—B 3		P—Q 4	P—Q 4	Kt—B 3 !
8. Kt—B 3 (*a*)		**8.** P—K 5 (*b*)	**8.** P×P	**8.** B×Kt
Q—R 4		Kt—Q 2	Kt×P	P×B
9. P—K 5	**9.**	**9.** P—QB 3+	**9.** Q—R 5	**9.** P—KB 4+
Kt—Kt 5	Kt—Q 4		B—K 3	
10. P—KR 3	**10.** B—QB 4		**10.** R—K sq	
Kt—R 3	Kt—Kt 3		P—KKt 3	
11. P—QB 3	**11.** Kt—Kt 5		**11.** Q—K 5	
P×P	Q×Q		R—KKt sq	
12. P×P+	**12.** B×P ch		**12.** B×Kt	
	K—B sq		Q×B	
	13. R×Q		**13.** Q×Q+	
	P—KR 3			
	14. Kt—K 4+			

(*a*) Steinitz. He may also play 8. P—K 5 / Kt—Kt 5 9. Kt—B 3 / Q—R 4 10. B—KB 4 &c.

(*b*) Cook's *Synopsis* gives 8. P×P / Kt×P 9. P—QB 3 / B—Q 3 10. P×P / Q—R 5 11. P—KKt 3 / Q—R 6 12. Q—K 2 ch+

(*c*) Or 7. B—KKt 5 / P—Q 3 8. Castles / B—K 2 9. P—QB 3 / P×P 10. Kt×P / Kt—Kt 5 11. B×B / Q×B 12. P—KR 3 / Kt—K 4 13. B—Kt 3 / B—Kt 3 14. P—KB 4+

* If 5. P—QB 3 / 9. B—B 2+ 6. B—R 4 / P—QKt 4 7. B—Kt 3 / P—QR 4 8. P—QB 3 / P—R 5 (if 8. P—Q 6 9. Q—B 3 &c.)

TABLE LIV.

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** B—Kt 5 Kt—Q 5?

1.	2.	3.	4.	5.
4. Kt×Kt P×Kt		**4.** B—R 4 (*a*) B—B 4		**4.** Kt×Kt ch
5. P—Q 3 B—QB 4		**5.** P—B 3 Kt×Kt ch		**5.** Q×Kt B—B 4
6. Q—R 5 Q—K 2		**6.** Q×Kt Kt—K 2		**6.** Kt—B 3 Kt—K 2
7. B—KKt 5 B—Kt 5 ch?		**7.** Q—Kt 3 Castles		**7.** P—Q 3 Castles
8. P—B 3 P×P		**8.** Q×KP P—Q 4		**8.** Castles P—KB 4
9. B×Q P×P dis ch	**9.** P×P Q—B 4	**9.** Castles P—QR 4	**9.** P—Q 3? P—QR 4	**9.** B—KKt 5 P—QB 3
10. B×B P×R Queens	**10.** B—QB 4 P—KKt 3	**10.** P×P+	**10.** Castles R—R 3	**10.** B—Kt 3!+
11. Q—QB 5 Q×Kt ch	**11.** Q—B 3 Q×QB		**11.** P×P R—KKt 3+	
12. K—K 2 wins	**12.** Q×P ch K—Q sq			
	13. P×B wins			

a) If 4. B—B 4 Kt×Kt ch 5. Q×Kt Kt—B 3 6. P—Q 4 P—B 3 7. P×P Q—R 4 ch 8. Kt—B 3 Q×KP 9. Castles P—Q 3 &c.

TABLE LV.

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** B—Kt 5 Kt—B 3 **4.** Castles Kt×P

1.	2.	3.	4.	5.
5. P—Q 4 B—K 2		**5.** P—QR 3		
6. P—Q 5 Kt—Q 3		**6.** B—R 4 P—QKt 4		
7. B×Kt QP×B		**7.** B—Kt 3 P—Q 4		
8. P×P P—B 3!		**8.** P×P B—K 3		
9. P×P B×P	**9.** Q—Q 5? P×P	**9.** P—B 3 B—K 2		
10. B—K 3 Castles	**10.** Q×P ch B—Q 2	**10.** R—K sq— Q—Q 2!—	**10.** Castles?	
11. QKt—Q 2 Kt—B 2!	**11.** Q—Q 5 R—QKt sq		**11.** Kt—Q 4 Kt×Kt!	
12. Q—K 2 P—KB 4	**12.** Kt—B 3 P—B 3+		**12.** P×Kt P—KR 3!	**12.** Q—Q 2 (*b*)
13. Kt—QKt 3 P—B 5				**13.** P—B 3 Kt—Kt 4
14. B—B 5 P—K 5				**14.** P—KR 4 Kt—R 6 ch
15. B×B P×Kt				**15.** P×Kt KB×P
16. P×P R—K sq				**16.** R—K 2 B×P
17. B×Q R×Q				**17.** Kt—B 3 P—QB 3
18. B×P— Kt—Kt 4—(*a*)				**18.** B—B 2+ (*c*)

(*a*) Continued 19. Kt—Q 4 R—Q 7 20. P—KR 4 &c.

(*b*) If 12. P—KB 4 13. P×P *en pass.* R×P 15. R×B wins. (if 13. B×P 14. R×Kt &c.) 14. P—B 3 Kt—Q 3

(*c*) Continued 18. P—B 3 19. Q—Q 3 P—Kt 3 20. B—B 4 P×P 21. B×P B—Kt 4 22. B—QKt 3+ Compare *International Chess Magazine*, May 1889, p. 155.

TABLE LVI.

1. P—K 4	2. Kt—KB 3	3. B—Kt 5	4. B—R 4
P—K 4	Kt—QB 3	P—QR 3	P—KB 4

1.	2.	3.	4.	5
5. P—Q 4 !	5.	5. Q—K 2 ?	5. B×Kt ?	5. P—Q 3 ?
P×QP	P×KP	P—QKt 4	QP×B	Kt—B 3
6. P—K 5 ! (*a*)	6. Kt×P	6. B—Kt 3	6. Kt×P	6. Castles
B—B 4	Kt—B 3	P×P	Q—Q 5	P×P
7. Castles	7. B—KKt 5	7. Q×P	7. Q—R 5 ch	7. P×P
KKt—K 2	B—K 2	Kt—B 3	P—Kt 3	B—B 4
8. B—Kt 3+	8. Kt—QB 3+	8. Q—K 2	8. Kt×KtP	8. B×Kt
or		B—B 4	P×Kt	KtP×B
P—B 3+		9. Kt×P	9. Q×P ch	9. Kt×P
		Kt—Q 5	K—Q sq	Castles
		10. Q—Q sq	10. P—Q 3	10. Kt—QB 3
		P—Q 3	Kt—K 2	P—Q 3
		11. Kt—KB 3	11. Q—Kt 3	11. Kt—Q 3
		Q—K 2 ch	P×P+	B—R 2
		12. K—B sq		12. B—KKt 5
		Kt×Kt		Q—K sq
		13. Q×Kt		13. B×Kt
		B—KKt 5+		R×B+

(*a*) If 6. Kt×P, Kt×Kt; 7. Q×Kt, P—QB 4; 8. Q—K 5 ch, Q—K 2; 9. Q×Q ch, B×Q; 10. B—Kt 3, P×KP+. The foregoing analysis is from the *Schachzeitung* for June 1890, by Herr von Walthoffen.

TABLE LVII.

1. P—K 4	2. Kt—KB 3	3. B—Kt 5
P—K 4	Kt—QB 3	P—Q 3

1.	2.	3.	4.	5.
4. P—B 3		**4.** P—Q 4	**4.**	**4.** B×Kt ch
P—B 4		B—Q 2	P×P	P×B
5. P×P !	**5.** P—Q 4 ?	**5.** B×Kt	**5.** Q×P	**5.** P—Q 4+
B×P	BP×P	B×B	B—Q 2	or
6. P—Q 4	**6.** Kt×P	**6.** Kt—B 3	**6.** B×Kt	**5.** Castles+
P×P	P×Kt	P—B 3	B×B	
7. P×P (*a*)	**7.** Q—R 5 ch	**7.** Kt—KR 4	**7.** B—Kt 5	
B—Q 2	K—K 2	Kt—K 2 (*c*)	Kt—B 3 ! (*d*)	
8. P—Q 5	**8.** B—Kt 5 ch	**8.** Castles	**8.** B×Kt	
QKt—K 2	Kt—B 3	P×P	Q×B	
9. B×B ch	**9.** KB×Kt	**9.** Q×P	**9.** Q×Q	
Q×B	P×B	Kt—Kt 3	P×Q	
10. Kt—B 3	**10.** P×P	**10.** Kt—B 5—	**10.** Kt—B 3	
Kt—B 3	Q—Q 4	Kt—K 4—	P—B 4	
11. B—Kt 5—(*b*)	**11.** B—R 4		**11.** P×P	
Castles—	B—R 3		R—KKt sq	
	12. P—QB 4		**12.** K—B sq !—	
	Q—R 4 ch		—	
	13. P—Kt 4			
	Q×P ch			
	14. Kt—Q 2			
	R—Q sq+			

(*a*) Or 7. Kt×P even game.
B—Q 2

(*b*) If 11. Kt—Kt 5 12. Kt—K 6 13. Kt×B.
P—KR 3 QKt×P Q—K 2 !+

(*c*) Showalter *v.* Blackburne, New York Tourney. Here Blackburne played 7. _____,
P—KKt 3
which Steinitz condemns, and the game was continued 8. Castles 9. P—B 4
Q—K 2 P×BP
10. B×P 11. P—Q 5 12. Q—Q 4+ *vide International Chess Magazine*, Ma
Castles QR B—Q 2
1889, p. 153, Showalter winning.

(*d*) The game is now a Philidor's Defence by a transposition of moves.

THE DOUBLE RUY LOPEZ AND THREE AND FOUR KNIGHTS' GAMES.

The following analyses embody the most recent discoveries by Steinitz, from the *Modern Chess Instructor*, along with certain improvements on the lines of play given in the first edition of the present work.

TABLE LVIII.

1. P—K 4	2. Kt—KB 3	3. Kt—B 3
P—K 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5.
4. B—Kt 5				**4.** B—Kt 5
B—Kt 5 ! *D*				B—B 4
5. Castles	**5.** Kt—Q 5 ?		**5.**	**5.** Castles
Castles	Kt×Kt		B—B 4 ?	Castles
6. Kt—Q 5 (*a*)	**6.** P×Kt	**6.**	**6.** P—Q 3	**6.** Kt×P
Kt×Kt (*b*)	P—K 5 !	Kt—Q 5 ?	Kt×Kt	Kt×Kt !
7. P×Kt	**7.** P×Kt	**7.** Kt×Kt	**7.** P×Kt	**7.** P—Q 4
P—K 5	QP×P	P×Kt	Kt—Q 5	B—Q 3 *D*
8. P×Kt	**8.** B×P ch	**8.** Q—K 2 ch—(*e*)	**8.** Kt×Kt	**8.** P—KB 4 (*f*)
QP×P ! (*c*)	P×B	Q—K 2—	B×Kt	Kt—Kt 5 (*g*)
9. B—K 2	**9.** Kt—Kt sq		**9.** P—QB 3	**9.** P—K 5
P×Kt	Q—Kt 4		B—B 4 !	B—K 2
10. B×P—	**10.** P—KKt 3		**10.** B—K 3—	**10.** P—KR 3
—	B—KKt 5		B—K 2—	Kt—R 3
	11. P—KB 3			**11.** P×Kt
	P×P			B×P
	12. Kt×P			**12.** P—KKt 4
	Q—K 6 ch			P—B 3
	13. Q—K 2			**13.** B—K 2
	Q×Q ch			B—K 2
	14. K×Q			**14.** P—B 5
	Castles (QR)+ (*d*)			B—Kt 4
				15. Kt—K 4
				B×B
				16. Q×B
				Q—K 2 (*h*)
				17. Q—B 4+

(*a*) Other continuations lead to an even game.

(*b*) Played by Gunsberg *v.* Ranken (London Vizayanagaram Tourney, 1883).

(*c*) If 8. Kt×P 9. B—K 2 ! 10. B×P+ (Steinitz), followed eventually by P—Q 4 and P—QKt 4 &c. P—QB 3 KtP×P P×Kt

(*d*) Steinitz continues: 15. R—K sq 16. K—B 2 17. Kt×R or if 15. P—Q 4 KR—K sq ch R×R B—B 4 ch R×P
16. P—B 3 17. K—B 2 18. K×B or if, lastly, 15. P—B 3 16. K—B 2
R—K sq ch B×Kt R—Q 6 ch &c.; KR—K sq ch R—Q 6
17. Kt—Q 4 18. P—KR 3 19. P×B 20. K—Kt 2
B—QB 4 B×Kt ch R—B 6 ch R—K 7 ch &c. See *Modern Chess Instructor*, p. 45.

(*e*) If 8. Q—Kt 4 9. Castles 10. R—K sq ch 11. B—B 4 or P—QB 3—
Q—B 3 ! P—B 3 K—Q sq —

(*f*) The *Handbuch* gives the inferior continuation 8. P×Kt 9. Q—Q 3
B×P P—B 3+

(*g*) If 8. Kt—Kt 3 9. P—K 5 followed by P×Kt and P—B 5

(*h*) If 16. Q—R 5 or P—Q 4 17. P—B 6+

TABLE LIX.

1. P—K 4	**2.** Kt—KB 3	**3.** Kt—B 3
P—K 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5.
4. B—Kt 5				
B—B 4?				
5. Castles	**5.**	**5.**	**5.** Kt×P	**5.**
Castles	P—Q 3	Castles	Kt×Kt	Q—K 2
6. P—Q 3!	**6.** P—Q 4?	**6.** Kt×P	**6.** P—Q 4 (*a*)	**6.** Kt—KB 3—(*b*)
Kt—Q 5	P×P	R—K sq	B—Kt 5	—
7. B—QB 4	**7.** Kt×P	**7.** Kt×Kt	**7.** P×Kt	
P—Q 3	B—Q 2	QP×Kt	Kt×P	
8. B—KKt 5	**8.** B×Kt	**8.** B—B 4!	**8.** Castles	
P—QB 3	P×B	P—QKt 4!	Kt×Kt	
9. Kt×Kt+	**9.** Kt—QKt 3	**9.** B—K 2	**9.** P×Kt	
	B—QKt 3	Kt×P	B×P	
	10. P—QR 4	**10.** Kt×Kt	**10.** Q—Kt 4	
	P—QR 4	R×Kt	K—B sq!	
	11. B—KKt 5	**11.** P—QB 3+	**11.** B—R 3 ch	
	P—KR 3		K—Kt sq!	
	12. B—R 4		**12.** QR—Q sq	
	P—KKt 4		P—QB 3	
	13. B—Kt 3		**13.** B—B 4!+	
	Q—K 2			
	14. P—K 5			
	P×P			
	15. B×P			
	Castles QR+ *			

* Skipworth and Gossip (Birmingham Tourney, 1874).

(*a*) If **6.** B—Q 3 **7.** Castles or **7.** P×Kt B×P **8.** Kt—K 2 &c.

(*b*) If **6.** Kt×Kt QP×Kt **7.** B—Q 3 Kt—Kt 5 **8.** Castles Q—R 5 &c. Or if **6.** Kt—Q 3 Kt×P **7.** Kt—Q 5 Q—Q 3 &c.

TABLE LX.

1. P—K 4 P—K 4	2. Kt—KB 3 Kt—QB 3	3. Kt—B 3 Kt—B 3

1.	2.	3.	4.	5.
4. B—Kt 5 P—QR 3				
5. B—R 4 (*a*) B—K 2				**5.** B×Kt ! QP×B
6. B—Kt 3 P—Q 3	**6.** P—Q 3 P—QKt 4	**6.** P—Q 4 ? P×P	**6.** Castles Castles	**6.** Kt×P Kt×P
7. P—Q 4 B—Kt 5	**7.** B—Kt 3 P—Q 3	**7.** Kt×P Kt×Kt	**7.** B×Kt QP×B	**7.** Kt×Kt Q—Q 5
8. B—K 3 B×Kt	**8.** Kt—K 2— —	**8.** Q×Kt P—QKt 4	**8.** Kt×P Kt×P	**8.** Castles Q×KKt
9. P×B P×P		**9.** B—Kt 3 P—QB 4+	**9.** Kt×Kt Q—Q 5	**9.** P—Q 4 Q—KB 4
10. B×P Kt×B			**10.** Kt×KBP Q×Kt	**10.** P—KB 4+ (*b*)
11. Q×Kt Castles			**11.** R—K sq+	
12. Kt—K 2 Kt—Q 2				
13. P—QB 3— —				

(*a*) Declared weak by Steinitz.

(*b*) Col. 5 from the *Modern Chess Instructor*; see also col. 1, Table LXII.

TABLE LXI.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** Kt—B 3 / Kt—B 3

1.	2.	3.	4.	5.
4. B—Kt 5 / Kt—Q 5		**4.** P—Q 4? * / B—Kt 5!		**4.** P—Q 4 / P×P
5. Kt×P / KKt×P		**5.** P—Q 5 / Kt—K 2		**5.** Kt×P / B—Kt 5
6. Kt×Kt / Q—K 2	**6.** Kt×BP? / Q—K 2 (*b*)	**6.** B—Q 2 / P—Q 3	**6.** Kt×P / P—Q 3	**6.** Kt×Kt! (*c*) / Kt P×Kt
7. Castles / Q×Kt	**7.** Castles / Q×Kt	**7.** B—Q 3 / P—QB 3	**7.** Kt—B 3 / Kt×KP	**7.** Q—Q 4 / Q—K 2
8. R—K sq / B—K 2	**8.** Q—K sq / Q—K 3+	**8.** P×P / P×P+	**8.** Q—Q 4 / B×Kt ch	**8.** B—Q 3 / P—Q 4
9. Kt—B 3 / Q—Q 3! (*a*)			**9.** P×B / Kt—KB 3—	**9.** Castles / B×Kt
10. B—B 4+				**10.** P×B / P×P
				11. R—K sq+

(*a*) If 9. Q—QB 4 10. P—QKt 4 / Q×P 11. Kt—Q 5 / Q—B 4 12. Kt×B+

(*b*) If 6. K×Kt 7. Kt×Kt / Kt×B 8. Q—R 5 ch &c.

* If 4. Kt×P / Kt×Kt 5. P—Q 4 / Kt—Kt 3 6. P—K 5 / Kt—Kt sq 7. B—QB 4! / P—QB 3! 8. Q—B 3 / P—Q 4 9. P×P *en pass.* / Kt—B 3! 10. Q—K 2 / K—Q 2+

White may, however, play 4. P—QR 3 / P—Q 4 5. B—Kt 5 / P—Q 5 6. Kt—K 2 / B—Q 2 7. P—Q 3 / B—Q 3 8. Kt—Kt 3— Castles—

(Gunsberg and Steinitz).

(*c*) Steinitz shows 6. B—KKt 5 to be bad by 6. P—KR 3 7. B×Kt / Q×B 8. Kt—Kt 5 / K—Q sq 9. Q—B 3 / Q×Q 10. P×Q / P—QR 3 11. Kt—R 3 / B×KKt 12. P×B / Kt—Q 5 &c.

If in this variation 9. P—QR 3 / B—R 4 10. P—QKt 4 / B—Kt 3 and wins.

TABLE LXII.

1. P—K 4 / P—K4 **2.** Kt—KB 3 / Kt—QB 3 **3.** Kt—B 3 / Kt—B 3

1.	2.	3.	4.	5.
4. B—Kt 5 / P—QR 3				
5. B×Kt (*a*) / QP×B	**5.** B—R 4 / B—B 4			
6. Kt×P / Kt×P	**6.** Kt×P *D* / Kt×Kt !		**6.** / B×P ch ?	
7. Kt×Kt / Q—Q 5	**7.** P—Q 4 / B—Q 3 !	**7.** / B—Kt 5 ?	**7.** K×B / Kt×Kt	
8. Castles ! / Q×KKt	**8.** Castles / Castles	**8.** P×Kt / Kt×P	**8.** P—Q 4 / KKt—Kt 5 ch	**8.** / QKt—Kt 5 ch
9. P—Q4 ! (*b*) / Q—Q 4	**9.** P—B4 / Kt—B 5 !	**9.** Q—Q 4 / Kt×Kt	**9.** K—Kt sq / Q—R 5	**9.** K—Kt sq / P—QKt 4
10. Kt—B 3 / Q—Q sq	**10.** P—K 5 / B—K 2	**10.** P×Kt / B—K 2	**10.** P—KKt 3 / Q—B 3	**10.** B—Kt 3 / P—Q 3
11. P—KB 4 / B—K 2	**11.** P×Kt / B×P	**11.** Q—KKt 4+ (*c*)	**11.** Q—K2 / Kt—B 6 ch (*d*)	**11.** P—KR 3+
12. P—B 5+	**12.** B—Kt 3 / P—Q 4		**12.** K—Kt 2 / QKt×RP	
	13. Q—Q 3— / P—KKt 3 !—		**13.** Kt—Q5+	

(*a*) If 5. B—R 4 the game becomes an ordinary *Ruy Lopez* by a mere transposition of moves.

(*b*) If 9. R—K sq / B—K 3 10. P—Q 4 / Q—B 4 11. B—Kt 5 / P—KR 3 12. B—R 4 (if 12. Q—Q 3 / Q—Kt 3) / B—Q 3 13. P—KKt 4 / Q—Kt 3 &c.

(*c*) Or 11. P—K 6 / BP×P 12. Q×KtP / B—B 3 13. Q—KKt 3 / P—QKt 4 14. B—Kt 3 / B—QKt 2 15. B—QR 3 / K—B 2 16. Castles QR / Q—QB sq 17. Q—KR 3 / P—KR 4 18. KR—K sq+ (Gossip *v.* Brewer).

(*d*) If 11. / Q—QKt 3 12. K—Kt 2 &c.

TABLE LXIII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** Kt—B 3

	1.	2.	3.	4.	5.
3.	P—KKt 3 (*a*)				
4.	P—Q 4 / P×P				
5.	Kt×P / B—Kt 2				
6.	B—K 3 / KKt—K 2 *D*				
7.	P—KR 4 / P—KR 3 (*b*)	Q—Q 2 / Castles (*c*)			B—QB 4 ? / P—Q 3
8.	P—B 4 / P—Q 4	Castles QR / P—Q 3			Castles / Kt—K 4 (*e*)
9.	Kt×Kt / P×Kt	B—K 2 ! / B—K 3	B×Kt	P—QR 3 (*d*)	B—K 2 / P—KB 4
10.	B—Q 4 / Castles	P—KR 4 / or / KB 4+	B×B / Kt×B	P—KR 4 / Kt×Kt	B—KKt 5 +
11.	B×B / K×B		Q×Kt / Kt—QB 3	B×Kt / B×B	
12.	Q—Q 4 ch / P—KB 3		Q—Q 2 / B—K 3	Q×B / Kt—QB 3	
13.	Castles QR / B—K 3		P—KR 4+	Q—Q 2 / P—QKt 4	
14.	P—R 5 / P—Kt 4			P—R 5 / P—KKt 4	
15.	P—KKt 3+			P—KB 4+	

(*a*) This identical position occurs in the Vienna game by a simple transposition of moves.

(*b*) Steinitz says, "as Black is bound to Castle on K side, he cannot allow the hostile KRP to advance." If 7. P—KR 4 8. B—K 2 followed by P—KKt 4.

(*c*) If 7. P—Q 3 8. Castles QR &c.

(*d*) If 9. P—QKt 3 10. P—KR 4 &c.

(*e*) Or 8. Castles 9. P—KB 4 / Kt—R 4 10. Q—Q 3 &c. (*Modern Chess Instructor*).

TABLE LXIV.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** Kt—B 3

1.	2.	3.	4.	5.
3. / P—KKt 3			**3.** / B—Kt 5	
4. P—Q 4 / P×P		**4.** B—QB 4 / B—Kt 2	**4.** Kt—Q 5 / Kt—KB 3	
5. Kt×P / B—Kt 2		**5.** P—QR 3 (*b*) / P—Q 3	**5.** Kt×B / Kt×Kt	**5.** Kt×Kt ch / Q×Kt
6. B—K 3 / Kt—B 3		**6.** P—Q 3 / B—Kt 5	**6.** P—B 3 / Kt—QB 3	**6.** B—B 4 / P—Q 3
7. Kt×Kt! * / Kt P×Kt		**7.** P—R 3 / B×Kt	**7.** B—Kt 5 / Kt×P	**7.** P—B 3 / B—B 4
8. P—K 5 / Kt—Kt sq		**8.** Q×B / Q—Q 2	**8.** B×Kt / QP×B	**8.** Castles— / —
9. P—KB 4 / P—Q 3 (*a*)		**9.** Kt—K 2 / Kt—Q sq	**9.** Q—K 2— / —	
10. Q—B 3 / B—Q 2		**10.** B—Q 2— / Kt—K 3—(*c*)		
11. Castles QR / P×P				
12. P×P / Kt—K 2	**12.** / B×P			
13. B—QB 4 / Castles	**13.** B—QB 4 / Q—K 2			
14. P—K 6 / P×P	**14.** KR—K sq+			
15. B×P ch / K—R sq				
16. R×B wins				

* If 7. B—K 2 / Castles 8. Castles / Kt—K 2 9. B—B 3— / P—Q 4!— (Steinitz).

(*a*) If 9. / R—Kt sq 10. B—QB 4 &c. (*Modern Chess Instructor.*)

(*b*) If 5. P—Q 3 / Kt—R 4 &c.

(*c*) Paulsen and Anderssen (*Nuova Rivista*).

TABLE LXV.

1. P—K 4	**2.** Kt—KB 3	**3.** Kt—B 3
P—K 4	Kt—QB 3	B—B 4

1.	2.	3.	4.	5.
4. Kt×P	**4.**			
Kt×Kt!	B×P ch?			
5. P—Q 4	**5.** K×B			
B—Q 3 (*a*)	Kt×Kt			
6. P×Kt	**6.** P—Q 4	**6.**	**6.**	
B×P	Kt—Kt 3!	Q—R 5 ch	Q—B 3 ch	
7. Kt—K 2 (*b*)	**7.** B—QB 4	**7.** P—KKt 3	**7.** K—K sq+	**7.** K—Kt sq
P—QB 3	P—Q 3	Kt or Q ch		Kt—Kt 5
8. P—KB 4	**8.** R—B sq	**8.** K—Kt 2+		**8.** Q—Q 2!+
B—B 2	B—K 3			
9. Kt—Kt 3—	**9.** B×B (*c*)			
—	P×B			
	10. Q—Kt 4			
	Q—Q 5 ch			
	11. Q×Q			
	Kt×Q			
	12. K—Kt 3			
	Kt—Kt 3			
	13. Kt—Kt 5			
	K—Q 2			
	14. R—B 7+			

(*a*) If 5. B×P 6. Q×B followed by B—K 3+

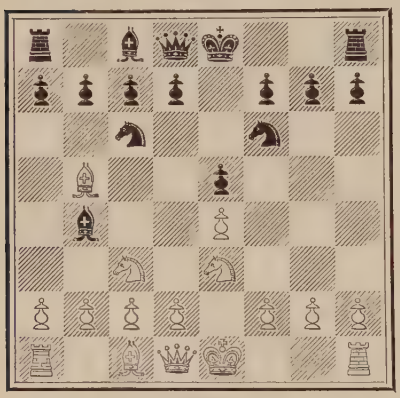
(*b*) Or 7. P—KB 4 B×Kt ch 8. P×B

(*c*) Or 9. Q—Q 3 &c.

TABLE LVIII.

Column 1.—Position after Black's 4th move.

BLACK.

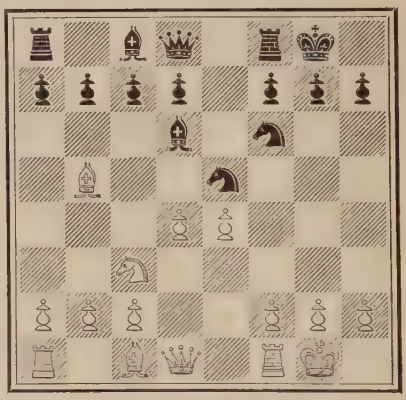


WHITE.

TABLE LVIII.

Column 5.—Position after Black's 7th move.

BLACK.

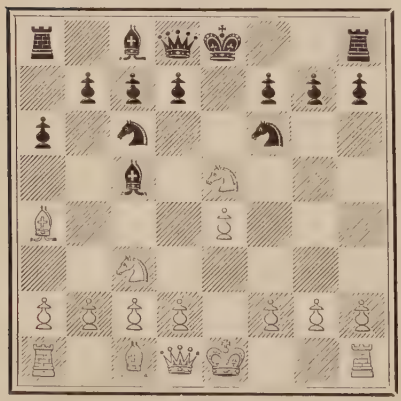


WHITE.

TABLE LXII.

Columns 2 and 4.—Position after White's 6th move.

BLACK.

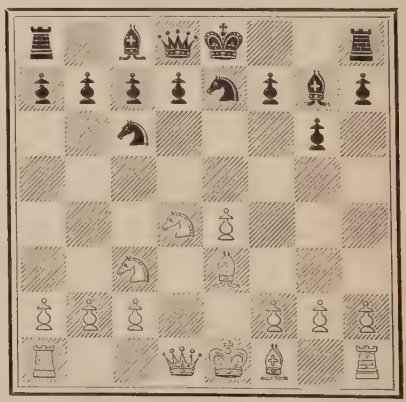


WHITE.

TABLE LXIII.

Columns 1, 2, and 5.—Position after Black's 6th move.

BLACK.



WHITE.

THE GUIOCO PIANO.

THE *Guioco Piano*, or slow game, the favourite *début* of Mr. Gunsberg, is hardly a commendable mode of opening, inasmuch as it is easy for the second player to equalise matters. It is styled "the Italian Game" by German writers in the same way as the *Ruy Lopez* is known in this country and America as the "Spanish opening."

TABLE LXVI.

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4	**4.** P—B 3	
P—K 4	Kt—QB 3	B—B 4	Kt—B 3	
	5. P—Q 4	**6.** P×P	**7.** B—Q 2	
	P×P	B—Kt 5 ch		

1.	2.	3.	4.	5.
7.				**7.**
B×B ch				Kt×KP
8. QKt×B				**8.** B×B
Kt×KP! *				Kt×B
9. P—Q 5!	**9.** Kt×Kt?			**9.** B×P ch
Kt×Kt	P—Q 4			K×B
10. Q×Kt	**10.** B×P	**10.** B—Q 3 (*d*)	**10.** KKt—Kt 5	**10.** Q—Kt 3 ch
Kt—K 2	Q×B	P×Kt	Castles	P—Q 4
11. P—Q 6	**11.** Castles (*b*)	**11.** B×P	**11.** Q—R 5	**11.** Q×Kt!
P×P	B—KKt 5! + (*c*)	Kt—K 2	B—B 4	R—K sq
12. Q×P—		**12.** Q—QKt 3	**12.** Kt×RP	**12.** Castles
Castles! —(*a*)		Castles	B×QKt	P—QB 3 (*e*)
		13. Castles KR	**13.** Kt×R	**13.** Kt—QB 3
		P—QB 3	P×B+	Kt—KB 3
		14. QR—Q sq		**14.** QR—K sq—
		Q—Kt 3+		Q—Kt 3—

* If 8. P—Q 4 9. P×P or B—Q 3 see next Table.

(*a*) Mr. Steele's attack.

(*b*) If 11. Kt—QB 3 Q—K 3 ch 12. Q—K 2! Q×Q ch 13. Kt×Q. B—Kt 5+

(*c*) If now 12. R—K sq Castles QR+, or if 12. Kt—B 3 B×Kt+

(*d*) B—Kt 5 is also unsatisfactory.

(*e*) If 12. P—QR 4 13. Q—Kt 3 R—R 3 14. Kt—B 3— —

TABLE LXVII.

1.	2.	3.	4.
P—K 4	Kt—KB 3	B—B 4	P—B 3
P—K 4	Kt—QB 3	B—B 4	Kt—B 3

5. P—Q 4 / P×P

6. P×P / B—Kt 5 ch

7. B—Q 2

1.	2.	3.	4.	5.
7.		**7.**		
B×B ch		Kt×KP		
8. QKt×B		**8.** B×B		
P—Q 4?		Kt×B		
9. P×P		**9.** B×P ch		
KKt×P		K×B		
10. Q—Kt 3	**10.**	**10.** Q—Kt 3 ch		
QKt—K 2!	QKt—R 4?	P—Q 4		
11. Castles KR	**11.** Q—R 4 ch	**11.** Kt—K 5 ch?		
Castles	P—B 3	K—K 3		
12. KR—K sq	**12.** B×Kt	**12.** Q×Kt		
P—QB 3 (*a*)	Q×B	P—QB 4		
13. Kt—K 5—(*b*)	**13.** Castles KR	**13.** Q—QR 4	**13.**	
Q—Kt 3—	Castles	P×P	Q—B 3	
	14. KR—QB sq	**14.** Kt—KB 3	**14.** Kt—KB 3	
	Q—QKt 4	R—K sq+	B—Q 2	
	15. Q—R 3		**15.** Q—Q sq	
	P—QKt 3		B—Kt 4+	
	16. Q—B 3			
	B—Q 2			
	17. Kt—K 5+			

(*a*) If 12. Kt—KB 5? 13. R—K 4 QKt—KKt 3 14. QR—K sq B—KB 4 15. R—K 8 Q×R 16. R×Q QR×R 17. Q×KtP wins. (if 14. Q—KB 3 15. Kt—K 5 &c.)

(*b*) Or 13. P—QR 4 (Schiffers), to which Black's best reply is 13. Kt—QKt 3 (Steinitz.)

TABLE LXVIII.

1.	2.	3.	4.	5.
P—K 4	Kt—KB 3	B—B 4	P—B 3	P—Q 4
P—K 4	Kt—QB 3	B—B 4	Kt—B 3	P×P

6. P—K 5?
P—Q 4! (*a*)

1.	2.	3.	4.	5.
7. B—QKt 5!				**7.** P×Kt?
Kt—K 5				P×B
8. P×P				**8.** P×KtP
B—Kt 3				R—Kt sq
9. Kt—QB 3	**9.**	**9.** B×Kt ch		**9.** B—Kt 5
B—KKt 5	Castles	P×B		P—B 3
10. B—K 3	**10.** B×Kt	**10.** Kt—QB 3	**10.**	**10.** Q—K 2 ch
Castles	P×B	Castles!	P—KB 4?	Q—K 2
11. Castles	**11.** Castles—	**11.** Castles	**11.** P×P *en pass.*	**11.** B×P
P—KB 3	B—KKt 5+	B—KKt 5	Q×P	Q×Q ch
12. B×Kt		**12.** B—K 3 *	**12.** Kt×Kt	**12.** K×Q
P×B		Kt×Kt	P×Kt	P—Q 6 ch+
13. Kt—K 2		**13.** P×Kt	**13.** Kt—K 5	
P—KB 4?		P—KB 3	Castles	
14. Kt—B 4		**14.** P—QR 4	**14.** B—K 3+(*c*)	
Q—K 2		P×P		
15. P—KR 3		**15.** P—R 5		
P—KKt 4		P—K 5+		
16. Kt×QP				
P×Kt				
17. P×B				
P×KtP				
18. Kt×P+(*b*)				

If in this column (5) White checks with Queen on 8th move—

8. Q—K 2 ch
B—K 3
9. P×P
R—Kt sq
10. Kt—Kt 5
Q—Q 4+

(*a*) If 6. Kt—K 5? 7. B—Q 5 Kt×BP 8. K×Kt P×P dis ch 9. K—Kt 3 P×P 10. QB×P Kt—K 2 11. Q—B 2+ or R—K sq+

(*b*) Gossip *v.* MacDonnell. Continued 18. Kt×Kt 19. Q×P K—B 2 20. B×Kt &c. White should win.

(*c*) From *Theory and Practice*, p. 168 (Staunton and Wormald); Wormald's *Chess Openings*, p. 20; and Cook's *Synopsis*, p. 24. Black may play 10. P—KB 3 with good effect in some variations, afterwards posting his Bishop at QR 3.

* 12. Kt—K 2 is recommended by the *Book of the Paris Congress*, 1868.

TABLE LXIX.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—B 4 / B—B 4

1.	2.	3.	4.	5.
4. P—QB 3 / Kt—B 3	**4.** P—Q 3 / P—Q 3			**4.** Castles / Kt—B 3—
5. P—Q 3 / P—Q 3	**5.** B—K 3 / B—Kt 3 (*a*)		**5.** / B×B	**5.** P—Q 3— (*c*) / P—Q 3—
6. B—K 3 / B—Kt 3	**6.** QKt—Q 2 * / Kt—K 2	**6.** P—B 3 / Kt—B 3	**6.** P×B / Kt—R 3	
7. QKt—Q 2 / Kt—K 2	**7.** Kt—B sq— / —	**7.** QKt—Q 2 / Q—K 2	**7.** Castles / Kt—R 4	
8. Kt—B sq / P—B 3		**8.** Castles ! — / —	**8.** QKt—Q 2 / Kt×B	
9. Kt—Kt 3 / P—KR 3			**9.** Kt×Kt / Castles	
10. Q—K 2 / P—Kt 4			**10.** P—Q 4 / P—QKt 4	
11. Castles QR / Kt—Kt 3			**11.** QKt—Q 2— / R—Ksq— (*b*)	
12. P—Q 4— / Q—K 2—				

(*a*) The *Handbuch* gives an analysis showing that Black gets the better game here by 5. ____ / B×B, and Steinitz also prefers the capture of the Bishop, but in practice we have found this capture unsatisfactory, and most leading practitioners appear to favour the retreat of the Bishop. If 5. ____ / Kt—B 3 6. QKt—Q 2 / B—KKt 5 7. B×B / P×B 8. B—Kt 5!+

(Harmonist *v.* Minewitz).

* Or 6. Q—K 2 / Kt—B 3 7. P—KR 3 / Q—K 2 8. Kt—B 3 / Kt—Q 5! (*Book of the Breslau Tourney*, 1889, p. 71).

Or 6. QKt—Q 2 / Kt—B 3 7. Kt—B sq / P—Q 4 8. P×P / Kt×P 9. Q—Q 2 &c.

(*b*) Continued by 12. P—Q 5 / P—Kt 4+, but we do not see why White should play 12. P—Q 5.

(*c*) For 5. P—Q 4 see Max Lange's attack, and for 5. P—QKt 4 see the Evans Gambit.

TABLE LXX.—(Max Lange's Attack.)

1.	2.	3.	4.
P—K 4	Kt—KB 3	B—B 4	Castles
P—K 4	Kt—QB 3	B—B 4	Kt—B 3

	1.	2.	3	4.	5.
5.	P—Q 4				
	B×P !		P×P ?		
6.	Kt×B		P—K 5		
	Kt×Kt		P—Q 4 !		
7.	P—B 4		P×Kt (*b*)		
	P—Q 3		P×B		
8.	P×P		R—K sq ch (*c*)		
	P×P		K—B sq		
9.	B—KKt 5	**9.**	B—Kt 5 !	**9.** P×P ch ?	
	Q—K 2 ! (*a*)	B—K 3 ?	P×P (*d*)	K×P	
10.	P—B 3	**10.** B×B	B—R 6 ch	**10.** Kt—K 5 !	**10.**
	Kt—K 2	Kt×B	K—Kt sq	Kt×Kt !	R—K sq
11.	QB×Kt	**11.** Q×Q	**11.** Kt—B 3	**11.** R×Kt	**11.** B—R 6 ch
	P×B	R×Q	B—B 4	B—K 2 !	K—Kt sq
12.	P—QKt 4	**12.** B×Kt	**12.** Kt—K 4	**12.** R—K 4 !	**12.** Kt×Kt
	B—Q 2	P×B	B—KB sq	P—QB 4	P×Kt
13.	Kt—Q 2	**13.** R×P—	**13.** Q—Q 2	**13.** Kt—R 3	**13.** R×R ch
	Castles QR+	K—K 2—	B×B (*e*)	B—K 3	Q×R
			14. Q×B	**14.** R—Kt 4 ch	**14.** Kt—Q 2
			B×Kt (*f*)	K—B sq	Q—K 3
			15. R×B	**15.** B—R 6 ch	**15.** Q—R 5
			P—B 4	K—K sq	Q—KB 4
			16. Kt—R 4+	**16.** R—K 4	**16.** Q—R 4
				Q—Q 4+	B—K 3
					17. Kt—K 4—
					B—K 2 !—

(*a*) A move introduced by Kölisch.

(*b*) If 7. B—QKt 5 / Kt—K 5 — 8. Kt×QP / B—Q 2 ! — 9. B×Kt / B×B — 10. Kt×B / P×Kt+

(*c*) If 8. P×P / R—KKt sq — 9. B—KKt 5 / B—K 2 — 10. B×B / K×B — 11. R—K sq ch / B—K 3 — 12. Kt—Kt 5 / R×P — 13. Q—R 5 / Q—Q 4+

(*d*) If 9. ——— / Q—Q 4 — 10. Kt—B 3 / Q—B 4 — 11. Kt—K 4+

(*e*) If 13. ——— / B—Kt 3 — 14. B×B / Q×B ! — 15. Kt×QP / R—Q sq — 16. P—QB 3+

(*f*) If 14. ——— / B—Kt 3 — 15. Kt—R 4 wins.

TABLE LXXI.—(Max Lange's Attack—*continued.*)

1.	2.	3.	4.
P—K 4	Kt—KB 3	B—B 4	Castles
P—K 4	Kt—QB 3	B—B 4	Kt—B3

	1.	2.	3.	4.	5.
5.	P—Q 4			R—K sq	P—Q 3
	P×P?			Castles	P—Q 3
6.	P—K 5			P—QB 3	B—KKt 5
	P—Q 4!			P—Q 3	P—KR 3
7.	P×Kt			P—Q 4—	B—R 4
	P×B			B—Kt 3—	P—KKt 4
8.	R—K sq ch				B—KKt 3
	B—K 3				P—KR 4
9.	Kt—Kt 5	Castles	Q×P		Kt×KtP
	Q—Q 4				P—R 5
10.	Kt—QB 3	R×B	Q—R 5+		Kt×P
	Q—B 4	P×R			P×B
11.	P—KKt 4!	P—B 7 ch			Kt×Q
	Q—Kt 3 (*a*)	K—R sq			B—KKt 5+
12.	Kt—K 4	Q—R 5			
	B—Kt 3	P—KR 3			
13.	P—B 4	Q—Kt 6+			
	Castles QR				
14.	P—B 5				
	B×P				
15.	P×B				
	Q×P (B 4)				
16.	P×P+ (*b*)				

(*a*) If 11. Q×P (B 6) 12. Kt—Q 5 Q—Q sq 13. R×B ch P×R 14. Kt×KP Q—Q 3 15. B—KB 4+ or 12. QKt—K4 Q—K 2 13. Kt×QB P×Kt 14. B—Kt 5 &c.

White will now play K—R sq and R—KB sq, Black's game being broken up.

TABLE LXXII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—B 4 / B—B 4 **4.** P—B 3

1.	2.	3.	4	5.
4. P—Q 3		**4.** P—B 4	**4.** Q—K 2	**4.** B—Kt 3 (*c*)
5. P—Q 4 / P×P		**5.** P—Q 4 / P×QP (*b*)	**5.** P—Q 4 / B—Kt 3!	**5.** P—Q 4— / Q—K 2!—
6. P×P / B—Kt 3!	**6.** B—Kt 5 ch?	**6.** Kt—Kt 5 / P—Q 4	**6.** Castles! / P—Q 3	
7. Kt—B 3 / Kt—B 3 (*a*)	**7.** K—B sq / B—KKt 5	**7.** B×P / P×KP	**7.** B—KKt 5— / P—B 3—	
8. P—Q 5 / Kt—K 4	**8.** Q—R 4 / B×Kt	**8.** B×Kt / R×B		
9. Kt×Kt— / P×Kt—	**9.** P×B / Q—Q 2	**9.** Q—R 5 ch / P—Kt 3		
	10. P—Q 5+	**10.** Q×RP / Q—Q 4		
		11. P—QB 4 / Q×P		
		12. Kt—Q 2 / B—QKt 5		
		13. KKt×KP+		

a) If 7. B—KKt 5 8. B—QKt 5 / B×Kt 9. P×B / Q—R 5 10. Kt—Q 5 followed by Q—R 4 &c.

b) If 5. P×KP 6. Kt×KP / B—Kt 3 7. Q—R 5 ch &c.

(*c*) If 4. Q—B 3 5. P—Q 4 / B—Kt 3 (if 5. P×P 6. Castles) 6. Castles followed by B—KKt 5+

TABLE LXXIII.—GAMES ILLUSTRATIVE OF THE GUIOCO PIANO.

SCHIFFERS		GUNSBERG	
v.		*v.*	
HARMONIST		SCHALLOPP	
(*Frankfort Tourney*, 1887).		(*Breslau Tourney*, 1889).	
1. P—K 4	P—K 4	**1.** P—K 4	P—K 4
2. Kt—KB 3	Kt—QB 3	**2.** Kt—KB 3	Kt—QB 3
3. B—B 4	B—B 4	**3.** B—B 4	B—B 4
4. P—B 3	Kt—B 3	**4.** P—Q 3	P—Q 3
5. P—Q 4	P×P	**5.** Q—K 2	Kt—R 4
6. P×P	B—Kt 5 ch	**6.** B—Kt 5 ch	P—B 3
7. B—Q 2	B×B ch	**7.** B—R 4	P—QKt 4
8. QKt×B	P—Q 4?	**8.** B—Kt 3	Kt×B
9. P×P	Kt×P	**9.** RP×Kt	P—QR 4
10. Q—Kt 3	QKt—K 2	**10.** QKt—Q 2	Kt—K 2
11. Castles KR	Castles	**11.** Kt—B sq	Kt—Kt 3
12. KR—K sq	P—QB 3	**12.** P—R 3	Castles
13. P—QR 4!	Q—B 2?	**13.** Kt—Kt 3	P—B 4
14. QR—B sq	Kt—B 5	**14.** P×P	QB×P
15. Kt—Kt 5	Kt(K2)—Kt 3	**15.** Kt×B	R×Kt
16. R—K 8!!	R×R	**16.** Castles	Q—B 3
17. B×P ch	K—R sq! (*a*)	**17.** B—K 3	Kt—B 5
18. B×R	Kt—K 7 ch	**18.** B×Kt	R×B
19. K—R sq	Kt×R	**19.** P—B 3	P—Kt 5
20. Kt—B 7 ch	K—Kt sq	**20.** Kt—R 2	Q—B 2
21. Kt—R 6 dis ch	K—B sq	**21.** P—B 4	B—Kt 3? (*c*)
22. Q—Kt 8 ch	K—K 2	**22.** P—Kt 3	R—B 4
23. B×Kt	P×B!	**23.** K—Kt 2!	R—KB sq
24. Q×P ch	K—Q sq	**24.** P—B 3	P—KR 4
25. Q—B 8 ch	K—Q 2	**25.** R—R sq	P—Kt 4?
26. Kt—K 4 (*b*)	Q—Q sq	**26.** P—Kt 4!	R—B 5
27. Q—Q 6 ch	K—K sq	**27.** P×P	Q×P
28. Kt—B 6 ch	Resigns	**28.** Kt—Kt 4	QR—B 4
		29. KR—KB sq	P—Q 4?
		30. P×P	P×P
		31. Kt×P	R—R 5
		32. Kt—Kt 4	Q—B 2
		33. QR—B sq	B—B 2
		34. R—B 6	K—Kt 2
		35. Q—K 3	R—B ...
		36. Q—B 5	B—Q sq
		37. Q—Q 6	Q—K sq
		38. Q×QP	R—B 2
		39. R—K 6	Q—Q 2
		40. R—Kt 6 ch	K—R 2
		41. R—Q 6	Resigns

(*a*) If 17. K—B sq 18. Kt×P ch K—K 2 19. R—K sq ch B (or Kt)—K 3! 20. R×B (or Kt) ch K×B 21. R×BP dis ch &c.

(*b*) Magnificent! Steinitz says: "A most beautiful *coup de repos*, which fairly crowns a splendid combination, initiated on the 16th move."

(*c*) R—KB sq would have been better, according to the Book of the Breslau Tournament.

THE EVANS GAMBIT

is an offshoot of the *Giuoco Piano*, and has given birth to some of the finest games on record. Its resources are well-nigh inexhaustible. After the capture of the Pawn by Black on the fourth move, the retreat of the Bishop to R 4 is now considered best, although for many years it was a *vexata quæstio* whether he could not be more advantageously posted at QB 4. After the usual moves 1. P—K 4 P—K 4 2. Kt—KB 3 Kt—QB 3 3. B—B 4 B—B 4 4. P—QKt 4 B×P 5. P—B 3 B—R 4 6. Castles, Steinitz, in his match with Tschigorin, has introduced the novel defence 6. Q—B 3' which may be theoretically sound in the hands of the great master, but will never, we think, be very popular, as it yields Black a very cramped position, the chances in practical play being greatly in favour of the attack.

TABLE LXXIV.—(Compromised Defence.)

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / B—B 4	**4.** P—QKt 4 / B×Kt P	**5.** P—B 3 / B—R 4	**6.** P—Q 4 / P×P

7. Castles / P×P	**8.** Q—Kt 3 / Q—B 3	**9.** P—K 5 / Q—Kt 3	**10.** Kt×P / KKt—K 2 *D*

1.	2.	3.	4.
11. B—R 3 / P—QKt 4 ?		**11.** ——— / Castles ! *	**11.** R—K sq / P—QKt 4 !
12. Kt×P / R—QKt sq		**12.** QR—Q sq / P—QKt 4	**12.** Kt×P ! / R—QKt sq
13. Q—K 3 ? / B—Kt 3	**13.** Q—R 4 ! / B—Kt 3	**13.** Kt×P / R—Kt sq	**13.** Kt—KR 4 / Q—Kt 5
14. Q—B 4 / Castles	**14.** KR—K sq / Castles	**14.** B—Q 3 ! (*b*) / Q—R 4	**14.** Q—R 4 / K—Q sq
15. QR—Q sq / P—KR 3	**15.** QR—Q sq / R—K sq	**15.** Q—R 4 / B—Kt 3+ or P—QR 3+	**15.** Kt—KB 3 / B×R
16. Kt—QB 3 / R—K sq+	**16.** B—Q 3 / Q—R 4 (*a*)		**16.** Kt×B / P—QR 3+
	17. R—K 4 / Kt—Kt 3		
	18. B—K 2+		

(*a*) If 16. ——— / Q—K 3 17. B×P ch &c.; or if 16. ——— / P—KB 4 17. P×P *en pass.* / Q×P 18. Q—K 4 ! / P—Kt 3 19. B—B 4 ch / K—B sq 20. B—QB sq / K—Kt 2 21. Q—B 2 / P—Q 4 22. B×P / B—KB 4 23. Q—Q 2 wins.

* 11. ——— / QR—Kt sq is inferior by 12. Kt—Q 5 / Kt×Kt 13. B×Kt / P—Kt 4 14. P—K 6 or B—B 5 and White will be able to draw. If 11. ——— / B×Kt 12. Q×B / Castles 13. QR—Q sq &c.

(*b*) If 14. Q—K 3 / P—QR 3 15. QKt—Q 4 / Kt×Kt 16. Kt×Kt ! / B—Kt 2 followed by ——— / KR—K sq and Black has the better game. (*Chess Monthly*, Nov. 1889, p. 83.)

If, in col. 2, 13. ——— / P—QR 3 14. Kt—Q 6 ch / P×Kt 15. P×P / Kt—B 4 16. R—K sq ch / B×R 17. R×B ch / K—B sq 18. Q×Kt wins.

TABLE LXXV.—(Compromised Defence.)

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / B—B 4	**4.** P—QKt 4 / B×P	**5.** P—B 3 / B—R 4	**6.** P—Q 4 / P×P
7. Castles / P×P	**8.** Q—Kt 3 / Q—B 3	**9.** P—K 5 / Q—Kt 3	**10.** Kt×P / KKt—K 2		

1.	2.	3.	4.	5.
11. B—R 3 / R—QKt sq ?			**11.** / Castles !	
12. Kt—Q 5 / Kt×Kt !	**12.** / P—QKt 4 ?		**12.** Kt—K 2 / P—Q 3 !	**12.** / P—QKt 4 ?
13. B×Kt / P—Kt 4	**13.** Kt×Kt / Kt×Kt	**13.** B—Q 3 / Q—K 3 !	**13.** B—Q 3 / B—B 4	**13.** B×P / R—K sq !
14. B—B 5— / —	**14.** B×Kt / K×Kt	**14.** B—K 4 / Kt×Kt	**14.** Kt—R 4 / Q—K 3	**14.** B—Q 3 / Q—R 4 !
	15. Q—R 3 ch+	**15.** B×Kt / Q—B 4 !	**15.** Kt×B / Kt×Kt	**15.** Kt—Kt 3 / Q—Kt 5
		16. Kt—R 4 / Q—R 4	**16.** Q—B 2 / QKt—Q 5 !	**16.** B—B 4 / R—Kt sq (*b*)
		17. Q—Kt 3 / Q×P !	**17.** Kt×Kt / Kt×Kt	**17.** B×P ch / K—B sq
		18. B×Kt / Q×Q	**18.** B×P ch / K—R sq	**18.** Q—B 4+ (*c*)
		19. KR—K sq ch / B×R	**19.** Q—Q 3 / Q×KP	
		20. R×B ch— / —	**20.** Q—R 3 / Kt—K 7 ch+(*a*)	

(*a*) Continued 21. K—R sq / Kt—B 5 22. Q—R 4 / P—KKt 4 23. Q—R 6 / Q—Kt 2 24. B—Kt 2 / P—KB 3 wins If White try, in col. 4, 20. B—K 4 / P—KB 4 21. B×KtP / QR—Kt sq 22. Q—R 3 ch / K—Kt sq 23. B—R 6 / R—B 3+

(*b*) If 16. / Kt—Q sq 17. Q—R 4 / K—R sq or P—KR 4 18. P—R 3 / Q—B 5 19. B—B sq &c.

(*c*) Martinez *v.* Zukertort, won by former (White).

TABLE LXXVI. (Compromised Defence.)

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—QKt 4	5. P—QB 3
P—K 4	Kt—QB 3	B—B 4	B×KtP	B—R 4

1.	2.	3.	4.	5.
6. P—Q 4				
P×P				
7. Castles				
P×P				
8. Q—Kt 3!				
Q—B 3				
9. P—K 5		9.	9. B—KKt 5	
Q—Kt 3!		Kt×P?	Q—Kt 3	
10. Kt×P		10. R—K sq	10. Kt×P	
KKt—K 2		P—Q 3	B×Kt	
11. Kt—K 2		11. Q—R 4 ch	11. Q×B	11.
P—QKt 4		K—B sq	P—KB 3!	KKt—K 2 (*b*)
12. B—Q 3!		12. Kt×Kt	12. B—KB 4	12. B×Kt
Q—K 3		P—B 7	P—Q 3+	K×B+
13. Q—Kt 2!		13. Kt—Kt 6 ch+		
Kt—Kt 3				
14. Kt—B 4				
Kt×Kt!				
15. B×Kt	15.			
P—KR 3	P—QR 3			
16. QR—B sq	16. Kt—Kt 5*			
P—QR 3	Q—K 2			
17. KR—Q sq	17. P—K 6			
B—Kt 2	BP×P			
18. Q—Kt sq	18. B×RP (*a*)			
QR—Q sq+	Q—B 3+			
or				
Castles QR+				

* 16. B—Kt 3
B—Kt 2 &c.

(*a*) If 18. Kt×P
Q—B 2 &c.

Column 2 continued: 19. Q—B sq
B—Kt 2 20. Kt—K 4
Q—B 2 21. Kt—Kt 5
Q—R 4+

(*b*) If 11. Kt—KB 3 12. P—K 5! Kt—K 5 13. Q—K 3 and White has still some attack. If 12. B—Q 3 in this variation: then 12. Castles 13. QR—K sq for if 14. P×P
P—Q 4!+; Kt×P
15. Q—B 4 or if 14. B×Kt 15. Q×Q 16. P×P 17. B—B 4
Q—Q 3 &c.; Q×B P×Q Kt—Kt 5 P—Kt 4 wins

In col. 1, 16. B—Kt 3 17. Q—Kt sq B—Kt 2 18. B—B 5 Q—K 2 19. KR—Q sq Castles QR 20. R—Q 6 K—Kt sq
21. R—Q 5 Q—Kt 5 22. Q×Q Kt×Q 23. R×KtP Kt—Q 5 24. B—Kt 3— (Fritz *v.* Mincwitz, Bresla Tourney).

TABLE LXXVII.—(Richardson's Attack.)

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / B—B 4	**4.** P—QKt 4 / B×P	**5.** P—B 3 / B—R 4
	6. Castles / Kt—KB 3	**7.** P—Q 4 / Castles	**8.** Kt×KP	

1.	2.	3.	4.	5.
8. Kt×P ! *b*				**8.** Kt×Kt ?
9. B—Q 5 ! / Kt×Kt	**9.** Kt×BP / R×Kt			**9.** P×Kt / Kt×P
10. B×Kt / Kt—Kt 3	**10.** B×R ch / K×B			**10.** Q—Q 5 / B×P
11. Q—R 5 / B—Kt 3	**11.** P—Q 5 / Kt—K 2 !		**11.** Kt—K 4 ? (*b*)	**11.** Kt×B / Kt×Kt
12. B—Kt 5 / Q—K sq	**12.** Q—R 5 ch / Kt—Kt 3 +	**12.** Q—R 4 / B×P	**12.** Q—Q 4 (*c*) / Q—R 5	**12.** Q—B 3 / P—Q 4 !
13. Kt—Q 2 / Q—K 3		**13.** Kt×B / Kt×Kt	**13.** R—K sq / Kt—Kt 5	**13.** P×P *en pass.* / Kt—R 5 *
14. P—KB 4 / P—KB 4		**14.** Q—QB 4 / KKt×QP (*a*)	**14.** Q×Kt / Q×RP ch	**14.** B—R 3 / P×P
15. P—KKt 4— / —		**15.** B—KKt 5 / P—QB 3	**15.** K—B sq / Kt—B 3	**15.** QR—Q sq +
		16. KR—K sq / K—B sq +	**16.** Q—B 3 / P—Q 3	
			17. B—B 4 +	

(*a*) If **14.** Kt (K 2)×P / R×Kt / **17.** B×Kt / Q—QB 5 / **18.** Q×Q / P×Q +

(*b*) If **11.** Kt—Kt sq / **12.** P—Q 6 / P—B 3 / **13.** RK sq / B×P / **14.** Q—Kt 3 ch / K—B sq / **15.** Kt×B / Kt×Kt / **16.** B—Kt 5 / Q×B / **17.** R—K 8 ch / K×R / **18.** Q mates

(*c*) The *Field* gives **12.** Q—R 5 ch / Kt—Kt 3 / **13.** P—Q 6 / B×P / **14.** Kt×B / Kt×Kt / **15.** B—Kt 5 / Kt—K 7 ch / **16.** K—R sq / Q—K sq / **17.** QR—K sq wins

* If **13.** Q—B 3 / **14.** Q×Q / P×Q / **15.** R—K sq +

TABLE LXXVIII.

1. P—K 4 P—K 4	**2.** Kt—KB 3 QKt—QB 3	**3.** B—B 4 B—B 4	**4.** P—QKt 4 B×P	**5.** P—B 3 B—R 4

1.	2.	3.	4.	5.
6. Q—Kt 3 ? Q—B 3 !	**6.** ——— Q—K 2 ?	**6.** Castles Kt—B 3		
7. P—Q 4 P×P	**7.** B—R 3 P—Q 3	**7.** P—Q 4 Castles !		
8. B—R 3 P—Q 3	**8.** P—Q 4 P×P	**8.** P×P Kt×KP		
9. Castles B—Kt 3	**9.** Castles Kt—B 3	**9.** B—QR 3 P—Q 3 !	**9.** ——— Kt×BP ?	**9.** Q—B 2 (*b*) P—Q 4 (or Kt—B 4)
10. P×P Kt×P	**10.** P—K 5 Kt—K 5	**10.** Q—B 2 (*a*) Kt—B 4	**10.** Q—Kt 3 Kt×Kt	**10.** R—Q sq B—K 3
11. Kt×Kt B×Kt	**11.** R—K sq Kt—B 4	**11.** B×Kt P×B	**11.** QR×Kt P—Q 3	**11.** B—K 3 P—KB 4
12. B×P ch K—B sq +	**12.** B×Kt P×B	**12.** QKt—Q 2 R—Kt sq	**12.** KR—Q sq B—KKt 5	**12.** B×QP B×B
	13. P—K 6 +	**13.** QR—Q sq Q—K 2	**13.** P×P B×Kt	**13.** P—QB 4 Kt—Kt 5 +
		14. KR—K sq P—QKt 4	**14.** Q×B +	
		15. B—Q 3 P—KR 3 +		

(*a*) If 10. B—Q 5 / Kt×BP 11. Kt×Kt / B×Kt 12. P×P / B×R &c.

(*b*) If 9. Q—Q 3 / Kt—B 4 10. Q—Q 5 / Kt—K 3 + or if 9. Q—Q 5 / Kt×BP 10. Q—Q 3 / P—Q 4 11. B—Kt 3 / Kt×Kt 12. R×Kt / Kt—K 2 +

N.B. If in column 3, instead of 7. P—Q 4, White play 7. B—R 3, then 7. ——— / P—Q 3.

8. P—Q 4 / Castles &c. (if 8. ——— / Kt×KP ? 9. P×P / Kt×QBP 10. Kt×Kt / B×Kt 11. Q—Kt 3 &c.)

Or if 7. Kt—Kt 5 / Castles 8. P—B 4 / B—Kt 3 ch 9. K—R sq / P—Q 10. P—Q 3 / B—KKt 5 11. Q—K sq / P×P &c.

TABLE LXXIX.—(Steinitz Defence.)

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—B 4 / B—B 4 **4.** P—QKt 4 / B×KtP

5. P—B 3 / B—R 4 **6.** Castles / Q—B 3 *D*

1.	2.	3.	4.	5.
7. P—Q 4 / KKt—K 2		**7.** P—Q 4 / B—Kt 3 (*b*)		**7.** / Kt—R 3 !
8. P—Q 5 / Kt—Q sq	**8.** Kt—Kt 5? * / P—KR 3 !	**8.** Q—R 4 / P×P (*c*)	**8.** / Kt—QR 4	**8.** B—KKt 5 / Q—Q 3+
9. Q—R 4 / B—Kt 3	**9.** Kt×P / R—B sq	**9.** P—K 5 / Q—Kt 3	**9.** B—Q 3+	
10. B—KKt 5 / Q—Q 3	**10.** Kt×KP / Kt×Kt	**10.** P×P / Kt×P		
11. Kt—R 3 / P—QB 3	**11.** P×Kt / Q×P+	**11.** Kt×Kt / B×Kt		
12. QR—Q sq / Q—Kt sq		**12.** B×P ch / Q×B		
13. B×Kt / K×B		**13.** Q×B / Kt—K 2		
14. P—Q 6 ch / K—B sq		**14.** B—R 3 / Castles		
15. Q—Kt 4 ! / P—KB 3		**15.** Kt—B 3 / R—K sq		
16. K—R sq ! + (*a*)		**16.** B×Kt+		

(*a*) Continued by Steinitz 16. P—KKt 3 17. Kt×P P×Kt 18. P—KB 4. (*International Chess Magazine*, April 1882, p. 118.)

(*b*) On p. 114 of the *International*, Steinitz says that this move, or 7. Kt—R 3 are the right moves at this juncture, and afterwards Kt—K 2 instead of Kt—Q sq and that the defence 6. Q—B 3 ought to be favourable for the second player. But as he points out on p. 122 that, 7. B—Kt 3 may only lead to a transposition of moves on account of 8. Q—R 4 we are unable to understand his conclusion in favour of Black.

(*c*) If 8. Kt—Q sq 9. P—Q 5 &c. (See column 1.)

(*) If 8. B—KKt 5 Q—Q 3 and Black ought to maintain his material superiority.

TABLE LXXX.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—B 4 / B—B 4 **4.** P—QKt 4 / B×KtP **5.** P—B 3 / B—B 4

6. Castles / P—Q 3 **7.** P—Q 4 / P×P **8.** P×P / B—Kt 3 (*D*)

1.	2.	3.	4.	5.
9. Kt—QB 3 / Kt—R 4		**9.** / B—KKt 5		**9.** / Kt—KB 3?
10. B—KKt 5 / P—KB 3		**10.** B—QKt 5 / K—B sq!	**10.** / B—Q 2?	**10.** P—K 5! / P×P!
11. B—KB 4 (*a*) / Kt×B		**11.** B×Kt (*b*) / P×B	**11.** P—K 5 / P×P	**11.** B—R 3 / B×P*
12. Q—R 4 ch / P—B 3	**12.** / K—B 2	**12.** P—K 5 / B×Kt	**12.** P—Q 5 / QKt—K 2	**12.** Q—Kt 3 / B—K 3
13. Q×Kt— / —	**13.** Q×Kt ch / B—K 3	**13.** P×B / P×P	**13.** B×B ch / Q×B	**13.** B×B / P×B
	14. P—Q 5 / B—Q 2	**14.** B—R 3 ch / Kt—K 2	**14.** Kt×P / Q—B 4	**14.** Q×P ch / Kt—K 2
	15. Kt—K 2— / Kt—K 2!—	**15.** P×P / Q×Q!	**15.** Q—R 4 ch / K—Q sq	**15.** Kt×B / P×Kt
		16. QR×Q / K—K sq+	**16.** B—B 4 / Kt—Kt 3 (*c*)	**16.** KR—K sq+
			17. P—Kt 4+	

N.B.—In column 3, see note (*b*) below, if 11. B—K 3 / QKt—K 2 or 11. / B×Kt may be safely played by Black, see next Table. Steinitz recommends 11. / QKt—K 2

(*a*) Steinitz prefers B—K 3.

(*b*) If 11. B—K 3 / KKt—K 2 12. P—QR 4 / Kt—R 4! 13. P—Q 5 / B×B 14. P×B / Kt—Kt 3+ See next Table.

(*c*) If 16. / P—KR 4 or / Kt—R 3 17. P—Q 6 &c.

* If 11. / B—KKt 5 12. Q—Kt 3 / B—KR 4 13. P×P &c. If, in column 5, 10. / P—Q 4 11. P×Kt / P×B 12. P—Q 5 / Kt—R 4! 13. Q—K 2 ch / K—B sq! 14. B—R 3 ch / K—Kt sq 15. B—K 7 &c.

In col. 3, after 11. B×Kt / P×B 12. Kt—K 2 / P—KR 3 (or 4) 13. B—K 3 / Kt—K 2 14. P—QR 4 / P—QR 4 15. Kt—Kt 3 / P—Q 4 16. P—K 5 / Kt—Kt 3 17. Q—Q 3 / Q—Q 2! 18. KKt—K sq / Kt—R 5+

TABLE LXXXI.

1.	2.	3.	4.
P—K 4	Kt—KB 3	B—B 4	P—QKt 4
P—K 4	Kt—QB 3	B—B 4	B×KtP
5. P—B 3	**6.** Castles	**7.** P—Q 4	**8.** P×P
B—B 4	P—Q 3	P×P	B—Kt 3

1.	2.	3.	4.	5.
9. Kt—QB 3				
B—KKt 5				
10. B—QKt 5			**10.**	
K—B sq !			B—Q 2 ?	
11. B—K 3		**11.**	**11.** P—K 5	**11.**
KKt—K 2		QKt—K 2	P×P	KKt—K 2
12. P—QR 4	**12.**	See Appendix (" Additions and Rectifications ").	**12.** R—K sq	**12.** B—Kt 5
Kt—R 4 !	P—QR 4 ?		KKt—K 2	P—KR 3
13. P—Q 5	**13.** B—QB 4+		**13.** P—Q 5	**13.** P—K 6
B×B			QKt—Kt sq	P×P
14. P×B			**14.** B—QB 4	**14.** B×KKt
Kt—Kt 3+			Castles	Q×B
			15. Kt×KP	**15.** P—Q 5
			B—KB 4	Kt—K 4
			16. B—KKt 5	**16.** Kt×Kt
			B—B 4	P×Kt
			17. Kt×P	**17.** Q—R 5 ch+
			R×Kt	
			18. P—Q 6	
			B×P ch	
			19. K×B	
			B—K 3 dis ch	
			20. K—Kt sq+	

TABLE LXXXII.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / B—B 4	**4.** P—QKt 4 / B×KtP	**5.** P—B 3 / B—B 4
	6. P—Q 4 * / P×P	**7.** Castles / P—Q 3 !	**8.** P×P / B—Kt 3	

1.	2.	3.	4.	5.
9. P—Q 5 / QKt—R 4 (*a*)			**9.** / QKt—K 2 ?	
10. B—R 3 (*b*) / Kt—K 2	**10.** P—K 5 / Kt—K 2 ? (*c*)		**10.** P—K 5 / Kt—KR 3 !	
11. P—K 5 / Castles	**11.** P—K 6 ! / Castles	**11.** P×P ? / P×P	**11.** Kt—QB 3 / Castles	
12. B—Q 3 / P—KR 3	**12.** P×P ch / R×P	**12.** B—Q 3 / Castles	**12.** Kt—K 4 ! / P×P	**12.** B×Kt ? / P×B
13. Kt—QB 3 / B—KKt 5	**13.** Kt—Kt 5 / Kt×B	**13.** B×P ch / K×B	**13.** B×Kt / P×B	**13.** Q—Q 2 / K—Kt 2
14. P×P / P×P	**14.** Q—B 2 / Kt—K 4	**14.** Kt—Kt 5 ch / K—Kt sq +	**14.** Kt×P / Kt—KB 4	**14.** QR—K sq / P×P
15. Kt—K 4 / B—Q 5	**15.** Q×P ch / K—B sq		**15.** Kt—Kt 4 / K—R sq	**15.** R×P— / —
16. R—Kt sq / B×Kt	**16.** Q—R 8 ch / Kt—Kt sq		**16.** R—QKt sq / Q—R 5	
17. Q×B— / —	**17.** Kt—R 7 ch / K—K 2		**17.** R×B + / RP×R	
	18. B—Kt 5 ch +			

* It is not immaterial whether White play 6. P—Q 4 or 6. Castles since, although the position with the best play becomes the same, Black may adopt other defences than 6. P—Q 3 in reply to 6. Castles viz. 6. Kt—KB 3 or 6. Q—K 2

(*a*) This move may be made whether White play P—Q 5 or B—QKt 2 or Kt—QB 3 on his ninth move.

(*b*) If 10. B—Kt 2 or B—Q 3 we have a position brought about by a transposition of White's 9th and 10th moves analysed in Table LXXXV., p. 97.

(*c*) Or 10. Kt×B ! 11. Q—R 4 ch / B—Q 2 12. Q×Kt / Kt—K 2 ! (if 12. P×P ? 13. Kt×P / Q—B 3 14. Kt×B / K×Kt 15. Q—Kt 4 ch / K—K sq 16. B—KKt 5 +) 13. P—K 6 / P×P 14. P×P / B—B 3 15. Kt—Kt 5 / Castles 16. Q—B 2 / Kt—Kt 3 17. P—KR 4 / Q—B 3 + Column 4 continued 18. Q—R sq ch / P—B 3 19. Kt (Kt 4)×BP / Kt—Kt 2 20. P—Kt 3 / Q—R 6 21. R—K sq / Q—B 4 22. P—KKt 4 (Neumann played B—K 2 here against Steinitz) 22. Q—B 5 23. Kt—R 5 / Q×P ch 24. Kt (K 4)—Kt 3 / R—KKt sq 25. R—K 7 +

TABLE LXXXIII.

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4	**4.** P—QKt 4	**5.** P—B 3
P—K 4	Kt—QB 3	B—B 4	B×P	B—B 4
	6. P—Q 4	**7.** Castles	**8.** P×P	
	P×P	P—Q 3 !	B—Kt 3	

	1.	2.	3.	4.	5.
9.	P—Q 5				
	QKt—K 2 *				
10.	P—K 5			B—KKt 5	
	Kt—KKt 3				
11.	P—K 6			Q—R 4 ch	Q—Q 2
	P×P			B—Q 2	
12.	P×P			Q—Kt 3	B—QKt 5
	KKt—K 2			Kt—KKt 3	P—QB 3
13.	Kt—KKt 5			Kt—QB 3+	P—K 6
	Castles				P×KP
14.	Kt—QB 3 !	P—B 3	Q—R 5 ?		Q×B
	Kt—K 4		P—KR 3		P×B
15.	Q—R 5	Q—R 5	Kt—B 7 ! (*a*)		P×P
	P—KR 3	P—KR 3	Q—K sq !		Q—B 2
16.	Kt—B 7	Kt—B 7	B—Kt 2		Q×P
	Kt×Kt	R×Kt	P—Q 4		Kt—KB 3
17.	P×Kt ch	P×R ch	QB×P		B—Kt 2+
	K—R 2	K—B sq	QB×P		
18.	Kt—K 4	B×RP	B×R		
	P—B 3	P—Q 4	Q×B		
19.	Kt—Kt 5 ch	B—Q 3	Kt×P ch		
	K—R sq	K×P	K—Kt 2+		
20.	Q×P ch	B—KKt 5+			
	P×Q				
21.	B—Kt 2 ch+				

* If 9. ——— Q—B 3 10. P×Kt Q×R 11. B×P ch ! K—B sq 12. B×Kt R×B 13. Kt—Kt 5 Q×QRP 14. Kt—QB 3 Q—B 5
15. Kt—Q 5 K—K sq 16. Q—R 5 ch P—Kt 3 17. Q×RP wins. Or if 9. ——— Kt—K 4 10. Kt×Kt P×Kt
11. Kt—Q 2 Kt—K 2 12. B—R 3+

(*a*) If 15. Q×Kt followed by ——— P—QB 3 or ——— B—Q 5+

TABLE LXXXIV.—(Fraser Mortimer Attack.)

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / B—B 4	**4.** P—QKt 4 / B×P	**5.** P—B 3 / B—B 4
6. P—Q 4 / P×P	**7.** Castles / P—Q 3	**8.** P×P / B—Kt 3	**9.** Kt—QB 3 / B—KKt 5	**10.** Q—R 4

	1.	2.	3.	4.	5.
10.	B—Q 2			B×Kt ?	
11.	Q—Kt 3 / Kt—QR 4			P—Q 5 / B—Kt 5	Q—B 3
12.	B×P ch / K—B sq !			P×Kt / P×P	P×Kt / Castles QR
13.	Q—B 2 ! / K×B			Q×P ch / B—Q 2	Kt—Q 5 / Q—Kt 3
14.	P—K 5 / K—B sq ! (*a*)	P—KR 3		Q—Q 5 / B—K 3	P×P ch+
15.	R—K sq ! / Kt—QB 3 (*b*)	P—Q 5 / Kt—KB 3		B—Kt 5 ch / K—B sq	
16.	B—KKt 5 (*c*) / Q—K sq	P—K 6 ch ! / B×P	K—Kt sq	Q—Q 3 / Kt—K 2	
17.	P—K 6 / Q—Kt 3	P×B ch / K×P	P×B / Q×P	B—Kt 5 / P—KB 3	
18.	Q×Q / P×Q	Q—KB sq	Kt—KR 4 / P—KKt 4	B—K 3 / K—B 2	
19.	P×B / Kt—KB 3+ (*d*)	B—KKt 5 / P—QB 3 !+ (*e*)	Kt—Kt 6 / R—R 2+	P—B 4— / P—KB 4—	

(*a*) If 14. P—KKt 3 / 15. P—K 6 ch / B×P / 16. Kt—Kt 5 ch / K—B 3 / 17. P—Q 5 / B—KB 4 / 18. Kt—K 4 ch &c.

(*b*) Or 15. Kt—KR 3+

(*c*) If 16. P—K 6 / B—K sq / 17. B—KKt 5 / KKt—K 2 / 18. Kt—Q 5 / K—Kt sq+

(*d*) Continued 20. P—Q 5 / Kt—K 4 / 21. Kt×Kt / P×Kt / 22. R×P / B—Q 5 / 23. B×Kt / P×B / 24. R—K 8 ch / R×R+

(*e*) Continued 20. KR—K sq ch / K—Q 2 If at move 18, in column 2, White played 18. R—K sq ch, &c.

then 18. K—B 2 / 19. Kt—KR 4 / Q—Q 2 / 20. Q—Kt 6 ch / K—Kt sq / 21. Kt—B 5 / Q—B 2+ In column 2, 19. Kt—QB 3 would be bad for Black on account of 20. KR—K sq ch / K—Q 2 / 21. Q—B 5 ch / K—Q sq / 22. Kt—Q 5 / B—Q 5 ! 23. QR—Q sq &c.

TABLE LXXXV.

1. P—K 4 P—K 4	**2.** Kt—KB 3 Kt—QB 3	**3.** B—B 4 B—B 4	**4.** P—QKt 4 B×P	**5.** P—B 3 B—B 4
	6. P×Q 4 P×P	**7.** Castles P—Q 3	**8.** P×P B—Kt 3	**9.** B—Kt 2

	1.	2.	3.	4.	5.
9.	Kt—QR 4				
10.	P—Q 5 *D* Kt—K 2			Kt—KB 3 ?	P—KB 3
11.	B—Q 3 ! Castles			B—Q 3 ! Castles	B—Q 3 Kt—K 2
12.	Kt—QB 3 P—QB 3 (*a*)	P—QB 4	Kt—KKt 3 ?	Kt—QB 3 P—B 3	Kt—QB 3 Castles
13.	Q—Q 2 P×P !	Kt—K 2 P—B 3	Kt—K 2 P—QB 4 (*b*)	Kt—K 2 B—Kt 5	Kt—K 2+
14.	Kt×P Kt—Kt 3	K—R sq Kt—Kt 3 !+	Q—Q 2 ! P—KB 3 (*c*)	Q—Q 2+	
15.	Kt×B Q×Kt !		K—R sq B—B 2		
16.	QR—Kt sq Q—Q sq		QR—B sq R—QKt sq		
17.	Q—B 3 P—KB 3		Kt—Kt 3 ! P—QKt 4		
18.	Kt—Q 4 Kt—KB 5+		Kt—B 5 P—B 5		
19.			B—K 2 ! P—Kt 5 !		
20.			B—Q 4— P—B 6—		

(*a*) Steinitz. Other inferior defences are 12. B—KKt 5 13. Kt—K 2 B×Kt 14. P×B Kt—KKt 3
15. K—R sq Q—R 5 16. Kt—Kt 3 P—QB 4 17. R—KKt sq P—KB 3 18. B—B 3+ and 12. P—KB 4
13. Kt—KKt 5 P—KR 3 (if 13. Kt×RP 14. Kt×P or if 13. Q—K sq 14. Kt—K 6+)
14. Kt—K 6 B×Kt 15. P×B P—B 5 16. Kt—Q 5+ If 12. P—KB 3 13. Kt—K 2 Kt—Kt 3 14. KKt—Q 4 &c.

(*b*) If 13. P—KB 3 14. KKt—Q 4 P—QB 4 15. Kt—B 5 &c.

(*c*) If 14. B—Q 2 15. Kt—Kt 3 P—KB 3 !

TABLE LXXXVI.

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—QKt 4
P—K 4	Kt—QB 3	B—B 4	B×P

5. P—B 3	6. P—Q 4	7. Castles	8. P×P
B—B 4	P×P	P—Q 3	B—Kt 3

9. B—Kt 2

1	2.	3.	4.	5.
9. ———				**9.** ———
Kt—B 3 (*a*)				KKt—K 2?
10. P—Q 5			**10.** QKt—Q 2 (*b*)	**10.** Kt—Kt 5
Kt—K 2			Castles	P—Q 4
11. B×Kt			**11.** P—K 5	**11.** P×P
P×B			Kt—K sq!	Kt—R 4
12. Kt—Q 4	**12.** Kt—KR 4	**12.** P—QR 4	**12.** Q—B 2—	**12.** P—Q 6
P—KB 4+	Kt—Kt 3	Castles	—	Kt—×B
	13. Kt—B 5	**13.** K—R sq		**13.** P×Kt
	B×Kt	Kt—Kt 3!+		Q—Q 4
	14. P×B			**14.** Kt—QB 3—*
	Kt—K 4			—
	15. R—K sq			
	Q—Q 2+			

(*a*) If 9. ——— 10. B—QKt 5 11. B×Kt 12. QKt—Q 2 and Black's extra Pawn is probably an adequate compensation for his inferiority in position.
B—KKt 5 K—B sq P×B P—KB 3

(*b*) 10. Kt—QB 3, we think, may be safely played.

* Freeborough and Ranken continue 14. ——— 15. Kt×Q 16. KR×Kt 17. Kt×B—
Kt×B Kt×Q P—QB 3 RP×Kt—

TABLE LXXXVII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—B 4 / B—B 4 **4.** P—QKt 4 / B×P

5. P—B 3 / B—B 4 **6.** Castles

1.	2.	3.	4.	5.
6. Kt—KB 3 ?		**6.** Q—K 2		
7. P—Q 4 / P×P		**7.** P—Q 4 / B—Kt 3*	**7.** P×P	
8. P×P / B—Kt 3	**8.** B—Kt 5	**8.** B—R 3+	**8.** P×P / B—Kt 3	
9. P—K 5+	**9.** P—K 5 / Kt—K 5		**9.** Kt—QB 3+	
or				
9. B—R 3+ (*a*)	**10.** Q—K 2 / Kt—B 6			
	11. Kt×Kt / B×Kt			
	12. Kt—Kt 5 / B×R			
	13. B×P ch / K—B sq			
	14. B—R 3 ch+			

(*a*) 9. B—R 3 is strongest. If 9. P—Q 3 10. P—K 5 with a strong attack.

* If 7. B—Q 3, see column 4, Table (Irregular Defence).

TABLE LXXXVIII.—(Irregular Defences.)

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—QKt 4	5. P—B 3
P—K 4	Kt—QB 3	B—B 4	B×P	

1.	2.	3.	4.	5.
5. B—K 2			5. B—Q 3	
6. P—Q 4 P×P (*a*)			6. P—Q 4 Q—K 2	6. Kt—B 3
7. Q—Kt 3 ! +	7. P×P Kt—KB 3 !	7. B—Kt 5 ch	7. Castles Kt—KB 3	7. Castles P—KR 3
	8. P—K 5 +	8. K—B sq Kt—KB 3	8. R—K sq ! +	8. Kt×P B×Kt (*b*)
		or		
		8. Q—K 2		9. P×B Q Kt×P
		9. P—QR 3 +		10. B—Kt 3 P—Q 3
				11. P—KB 4 Kt—B 3
				12. B—R 3 B—K 3
				13. Kt—Q 2 +

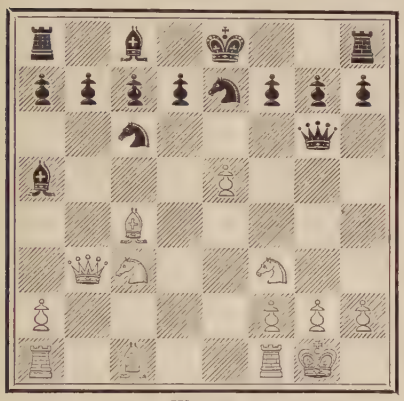
(*a*) If 6. P—Q 3 7. Q—Kt 3 Kt—R 4 8. B×P ch K—B sq 9. Q—R 4 &c. or if 6. Kt—R 4 7. B—Q 3 !

(*b*) If 8. Kt×Kt 9. P×Kt B×P 10. P—B 4 B—Q 3 11. P—K 5 B—B 4 ch 12. K—R sq P—Q 4 13. P×Kt P×B 14. R—K sq ch B—K 3 15. P×P R—KKt sq 16. Q—R 5 +

TABLE LXXIV.

Columns 1, 2, 3, 4.—Position after Black's 10th move.

BLACK.

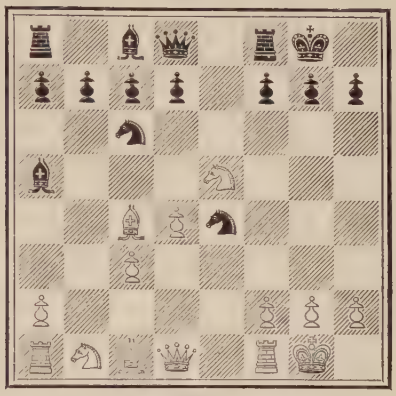


WHITE.

TABLE LXXVII.

Columns 1 and 2.—Position after Black's 8th move.

BLACK.

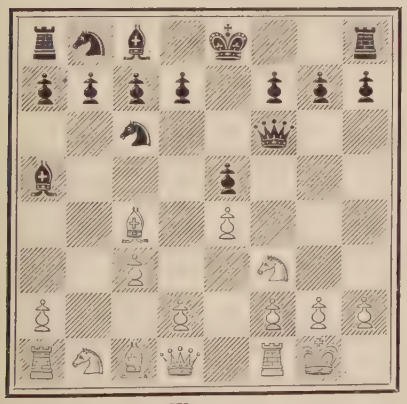


WHITE.

TABLE LXXIX.

Column 1.—Position after Black's 6th move.

BLACK.

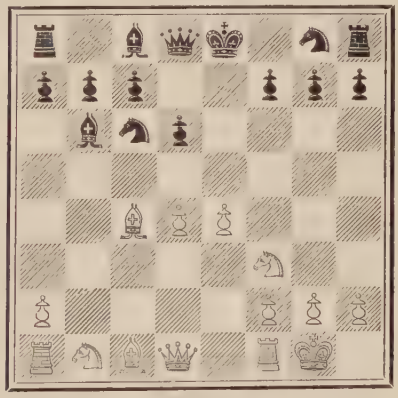


WHITE.

TABLE LXXX.

Position after Black's 8th move.

BLACK.



WHITE.

THE EVANS GAMBIT DECLINED.

TABLE LXXXIX.

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—QKt 4
P—K 4	Kt—QB 3	B—B 4	B—Kt 3

1.	2.	3.	4.	5.
5. P—QR 4 *			**5.**	
P—QR 3 !			P—QR 4 ?	
6. P—B 3 (*a*)		**6.** Castles	**6.** P—Kt 5	
Kt—B 3		P—Q 3	Kt—Q 5	
7. Q—K 2	**7.** Q—Kt 3	**7.** P—B 3 (*b*)	**7.** Kt×P	
P—Q 3	Castles	B—Kt 5	Q—B 3	
8. P—Q 3	**8.** P—Q 3	**8.** P—Q 3	**8.** KKt—B 3	
B—K 3	P—Q 3	Q—B 3	Kt—K 3	
9. Kt—R 3	**9.** P—R 5	**9.** B—K 3	**9.** P—K 5	
Kt—K 2	B—R 2	KKt—K 2	Q—Kt 3	
10. Castles—	**10.** B—KKt 5	**10.** QKt—Q 2—	**10.** Castles !	**10.** B×Kt ?
P—B 3—	Q—K 2	Kt—Kt 3—	Kt—B 5	Q×KtP+
	11. Castles—		**11.** Kt—R 4	
	Kt—Q sq—		Q—Kt 4	
			12. P—Kt 3+	

* Or 5. Castles 6. P—Kt 5 (If 6. P—QR 4 see col. 5, next Table) 6. Kt—QR 4
7. Kt×P Castles 8. B×P ch K×B 9. Kt×K K×Kt 10. P—K 5 Kt—K sq 11. B—R 3 K—Kt sq 12. Q—B 3 P—Q 3
13. R—K sq+. If, instead of Castling in this variation on his seventh move, Black play 7. P—Q 3, then follows 8. B×P ch K—B sq 9. B—R 3 &c. Castling on the fifth move appears a strong continuation for White.

(*a*) The same position is reached in the *Giuoco Piano* by a transposition of moves.

(*b*) Played by Tschigorin. 7. P—R 5 (Anderssen's move) is weak on account of 7. B—R 2
8. P—Kt 5 P×P 9. B×KtP Kt—K 2 10. P—Q 4 P×P 11. Kt×P Castles &c.

TABLE XC.

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—QKt 4
P—K 4	Kt—QB 3	B—B 4	B—Kt 3

1.	2.	3.	4.	5.
5. P—QR 4				**5.** Castles
P—QR 3				Kt—B 3
6. P—R 5				**6.** P—QR 4
B—R 2				P—QR 3
7. P—Kt 5				**7.** P—Q 4 (*d*)
P×P				P×P
8. B×P			**8.**	**8.** P—K 5
Kt—B 3			KKt—K 2	P—Q 4 !
9. Castles !	**9.** P—Q 3 ?		**9.** Castles	**9.** P×Kt
Kt×P	Castles		Castles	P×B
10. Q—K 2—	**10.** Castles	**10.** B×Kt	**10.** B—Kt 2	**10.** R—K sq ch
—	Kt—Q 5	KtP×B	Kt—Q 5	B—K 3
	11. Kt×Kt	**11.** Castles	**11.** Kt×Kt	**11.** P×P
	B×Kt	P—Q 3	P×Kt	R—KKt sq
	12. P—QB 3	**12.** QKt—Q 2	**12.** B—B 4— (*c*)	**12.** Kt—Kt 5
	B—R 2	Kt—K sq	—	Q—B 3
	13. P—KR 3	**13.** Kt—B 4		**13.** Q—Kt 4— !
	P—B 3	P—KB 4		—
				or
	14. B—R 4	**14.** P×P		**13.** Kt—K 4 ?
	P—Q 4	QB×P		Q×KtP
	15. Q—B 3	**15.** P—B 3		**14.** Q—B 3
	B—QB 4	B—KKt 5+ (*b*)		Castles QR
	16. Kt—Q 2			**15.** Kt—B 6
	B—K 3			Kt×P
	17. Kt—Kt 3—			**16.** Kt—R 3 !
	P×P—(*a*)			but Black has the better game (Fritz *v.* Burn).

(*a*) Schiffers *v.* Blackburne. Continued 18. P×P B×Kt 19. B×B R×P 20. B—Kt 5 R×R 21. R×R B—K 2 22. B×Kt— —

(*b*) Schiffers *v.* Burn (Breslau Tourney).

(*c*) 12. B—K 2 P—Q 4 13. P×P Kt×P 14. P—Q 3 B—QB 4 15. Kt—Q 2 Kt—B 5 (Schiffers *v* Metger, Breslau). Black has a good game.

(*d*) P—R 5 is preferable. In col. 57. ___ B×P was played by English *v.* Zukertort, Paris 1878

TABLE XCI.

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—QKt 4
P—K 4	Kt—QB 3	B—B 4	B—Kt 3

1.	2.	3.	4.	5.
5. P—Kt 5				
Kt—R 4				
6. Kt×P				
Kt—KR 3				
7. P—Q 4				
P—Q 3				
8. B×Kt				
P×Kt				
9. B×KtP				
R—KKt sq !				
10. B×P ch				
K×B				
11. B×P			**11.**	**11.**
B—KKt 5 ! (*a*)			Q—Kt 4 ?	R—KKt 3
12. P—KB 3			**12.** Kt—Q 2	**12.** P—QB 3 (*c*)
B—KR 4			Q×KtP	Q—Kt 4
13. Castles	**13.** P—KKt 4	**13.** Q—Q 2	**13.** Q—R 5 ch	**13.** Q—B 3 ch (*d*)
Kt—B 5	Kt—B 5	Kt—B 5	Q—Kt 3	K—Kt sq
14. K—R sq	**14.** P×B	**14.** Q—B 4 ch	**14.** Q—R 4	**14.** Kt—Q 2
Kt×B	Kt×B	K—K sq	P—KR 3	Q×P
15. P×Kt	**15.** P×Kt	15. B—B 6	**15.** Castles QR	**15.** Q×Q
B—Q 5	Q—R 5 ch wins	Q—Q 2	Q—Kt 4	R×Q
16. P—B 3		**16.** P—Kt 4	**16.** Q×Q+ (*b*)	**16.** B—Kt 3+ (*e*)
B×KP wins		B×QP wins*		

a) Paulsen.

* Continued 17. B×B Q×B 18. P—B 3 Q—Q 6 &c. (*Chess Player's Chronicle*, Jan. 1877, p. 11).

b) Continued 16. R×Q 17. KR—KKt sq P—B 3 18. P—KR 4+.

c) Or 12. Q—Q 3 (Suhle and Neumann) 12. Kt—R 3 is bad on account of 12. Q—K 2
13. Q—B 3 ch K—Kt sq 14. Castles KR B—QB 4 15. Q—B 3 B—QKt 5 &c.

d) Or 13. B—KKt 3 Q×P 14. Kt—R 3 &c. (Hirschfeld).

e) Continued 16. B—R 6 17. K—K 2+.

TABLE XCII.

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—QKt 4
P—K 4	Kt—QB 3	B—B 4	B—Kt 3

5. P—Kt 5	6. Kt×P
Kt—R 4	Kt—KR 3

1.	2.	3.	4.	5.
7. P—Q 4				
P—Q 3				
8. B×Kt				
P×B *				
9. B×P ch	**9.** Q—B 3		**9.** Q—R 5	**9.** Kt×BP
K—K 2 !	R—B sq		Q—B 3 ! (*c*)	Q—R 5 !
10. B—R 5 (*a*)	**10.** B×P ch	**10.** Kt×BP	**10.** Kt×BP !	**10.** Kt×R
P×Kt	K—K 2	Kt×B (*b*)	Kt×B !	Kt×B
11. P—Q 5 !	**11.** Kt—B 3	**11.** Kt×Q	**11.** Kt×R dis ch !	**11.** Q—B 3
Q—KKt sq !	B—K 3 !	R×Q	K—K 2	B—K 3
12. B—B 3	**12.** Kt—Q 5 ch	**12.** P×R	**12.** Kt—B 3 !	**12.** P—B 3
Kt—B 5+	B×Kt !	B×QP	B—K 3	Castles
	13. P×B	**13.** P—QB 3	**13.** Kt—Q 5 ch	**13.** Kt—B 7
	P×Kt	B—K 4+	B×Kt	R—Q 2
	14. P×P !		**14.** Q×B !	**14.** P—Kt 3
	R×B		Kt—QR 6+	Q—R 6+
	15. Q—R 3 ch			
	K—K sq !			
	16. Castles QR			
	Q—KKt 4 ch			
	17. K—Kt sq			
	Kt—QB 5+			

* This move was suggested to the author in Paris, in 1880, by M. De Bezkrovny; and the above variations form part of an exhaustive analysis by the author, published in the *Chess Player's Chronicle* and the *Columbia Chess Chronicle*, completely ignored by Messrs. Freeborough and Ranken, who merely give one variation of an incomplete analysis by Rosenthal in *La Stratégie*.

(*a*) If 10. Q—B 3 B×P (if 10. P×Kt 11. P×P wins; if 10. R—B sq 11. Kt—B 3+)
11. Kt—B 3 P—B 3 12. P×P B×Kt ch 13. Q×B P×Kt 14. B—Q 5 Kt×P+ (Rosenthal).

(*b*) Or 10. Q—K 2 11. Kt×P ch Q×Kt 12. Q—R 5 ch ! Q—Kt 3 13. Q—K 5 ch K—Q sq (author's variation). wins.

(*c*) If 9. Q—Kt 4 ? 10. B×P ch K—K 2 ! 11. Kt—KB 3 Q—B 8 ch 12. K—K 2 Q×R 13. Kt—QB 3 Q×R 14. Kt—Q 5 ch K—B sq !
15. Q×P ch K×B 16. Q—B 6 ch wins. (Author's analysis.)

TABLE XCIII.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / B—B 4	**4.** P—QKt 4 / B—Kt 3

5. P—Kt 5 / Kt—R 4 **6.** Kt×P * / Q—Kt 4?

1.	2.	3.	4.	5.
7. B×P ch! / K—K 2?		**7.** P—Q 4? / Q×KtP	**7.** B×P ch! / K—B sq!	**7.** Kt×BP / Q×KtP
8. B×Kt! / Q×Kt	**8.** P—Q 4? / Q×KtP	**8.** B×P ch / K—K 2	**8.** B×Kt / Q×Kt	**8.** R—B sq / Q×P ch
9. B—Q 5 / P—B 3	**9.** R—B sq / P—Q 3+ (*a*)	**9.** R—B sq / P—Q 3	**9.** B—Q 5 / P—B 3	**9.** Q—K 2 / Q×Q ch+
10. P—Q 4 / B×P		**10.** B×Kt / B—KR 6	**10.** Q—B 3 ch / K—K sq	See col. 5 next Table.
11. P—KB 4 / Q—B 3		**11.** Kt—Q 2 / P×Kt	**11.** Q—B 7 ch / K—Q sq	
12. P—B 3+		**12.** B—R 3 ch / K—Q 2+	**12.** P×P / KtP×P	
			13. P—Q 4 / B×P	
			14. B—KB 4 / Q—B 3+ (*b*)	

---

* If 6. B—K 2, a move suggested by W. Paulsen, 6. Kt—KB 3 7. P—Q 3 even game. P—Q 4!

If 5. P—Kt 5 / Kt—Q 5 6. P—QB 3 &c

(*a*) Followed by B—R 6 with much the better game.

(*b*) Black's advantage, however, is very slight, as the consequence of his weak sixth move whereas by 6. Kt—KR 3, as shown in the preceding Tables, he acquires a decisive superiority.

TABLE XCIV.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / B—B 4	**4.** P—QKt 4 / B—Kt 3

5. P—Kt 5 / Kt—R 4 **6.** Kt×P

1.	2.	3.	4.	5.
6. Q—B 3 ?		**6.** B—Q 5 ?	**6.** Q—Kt 4 ?	
7. B×P ch		**7.** Kt×BP	**7.** Q—B 3 ? (*d*)	**7.** Kt×BP
K—B sq !		Q—B 3	Q×Kt	Q×KtP
8. P—Q 4		**8.** Q—K 2	**8.** Q×P ch	**8.** R—B sq
P—Q 3		Kt×B	K—Q sq	Q×P ch
9. B×Kt ! (*a*)		**9.** Kt×R	**9.** B—Kt 2	**9.** Q—K 2
P×Kt !		B×R	Q×KP ch	Q×Q ch
10. B—Q 5		**10.** Q×Kt	**10.** K—Q sq	**10.** K×Q
P—QB 3 (*b*)		Kt—K 2	Kt×B	Kt×B
11. B—R 3 ch ! (*c*)		**11.** P—QB 3	**11.** B×P	**11.** Kt×R
K—K sq		P—Q 4	Q—K 2	P—Q 4
12. Castles		**12.** P×P	**12.** Q×Q ch	**12.** P—Q 3
P×B		B—KB 4	K×Q	Kt—Q 3
13. Kt—QB 3		**13.** Castles +	**13.** B×R	**13.** R—Kt sq
B×QP			B×P +	K—B sq
14. Kt×QP				**14.** B—Kt 2
Q—KB 2				Kt—B 4
15. B—Q 6	**15.**			**15.** Kt—B 3
B×R	Kt—B 5			KKt—K 2 +
16. Kt—B 7 ch	**16.** Kt—B 7 ch			
K—Q sq	K—Q sq			
17. Kt×R	**17.** B×P wins			
or				
17. B×KP dis ch wins				

(*a*) If 9. B—QR 3 ? 10. P—KB 4 11. QP×P (or 11. ——) 12. Q—Q 8 ch 13. B×Kt ch
Kt—K 2 P×Kt Q×KBP Q×B Q—K sq K—B 2
14. Q×Q ch 12. R—KB sq 13. Q—K 2
R×Q &c.) Q×KP ch Q×Q ch +

(*b*) If 10. 11. P—KB 4 12. P×P 13. R—B sq ch 14. B—B 7 ch wins.
B×QP B×R Q—Kt 3 K—K sq

(*c*) Rosenthal, in *La Stratégie*, has shown 11. P×P or 11. Castles to be bad, and the *Handbuch* shows 11. P—KB 4 to be equally unsatisfactory.

(*d*) As shown in Table XCIII., cols. 1 and 4, White can obtain the advantage, or about an equal game, by 7. B×P ch ! Columns 4 and 5 in this Table show how Black should take advantage of inferior moves of White.

TABLE XCV.

1. P—K 4 / P—K 4	2. Kt—KB 3 / Kt—QB 3	3. P—B 4 / B—B 4	4. P—QKt 4 / P—Q 4

1.	2.	3.	4.	5.
5. P×P / Kt×P				
6. Castles* / B—Kt 5 (*a*)	6. B—R 3 / Q—Q 3	6. ——— / Q—K 2	6. Kt—QB 3 / B—KKt 5	6. P—QB 3 / Kt×QP
7. R—K sq / P—KB 3	7. Castles! / B—KKt 5	7. Castles / B—KKt 5	7. Castles+	7. Kt×P / B—K 3
8. P—B 3 / B×Kt	8. P—Q 4 / B×Kt	8. P—Q 4 / QB×Kt		8. Q—Kt 3 / B—Kt 3
9. Q—R 4 ch / P—B 3	9. Q×B / P×P	9. Q×B! (*c*) / P×P		9. P—QR 4+
10. P×Kt / B—Q 5	10. B—Kt 5 ch+	10. B—Kt 5+		
11. Kt—B 3+ (*b*)				

* White may also play 6. B—Kt 2 with the preferable game. For 6. Kt×P see next Table.

(*a*) If 6. ——— / Q—Q 3 7. Kt—B 3 / Kt—B 3 8. R—K sq &c.; or 6. ——— / B—B 4 7. P—Q 3 (*Chess Monthly.*)
If 6. ——— / Kt—K 2 7. Kt×P / B—Q 5 8. P—QB 3 / B×Kt 9. P—Q 4+ Löwenthal, however, preferred 6. ——— / B—KB 4 for the defence.

(*b*) For if 11. ——— / B×Kt 12. P×B / B×QP 13. R—Q sq / Kt×K 2 14. B×B / Kt×B 15. P—QB 4+

(*c*) If 9. P×QB / Q—Kt 4 ch 10. K—R sq / P×QP 11. R—KKt sq / Q—KB 3 12. Kt—Q 2 / Castles QR 13. Kt—K 4 / Q—QKt 3 14. R—QKt sq / P—QR 4
(Blackburn *v.* Gossip.)

TABLE XCVI.

1. P—K 4 / P—K 4	2. Kt—KB 3 / Kt—QB 3	3. B—B 4 / B—B 4	4. P—QKt 4 / P—Q 4

1.	2.	3.	4.	5
5. P×P / Kt×P				
6. Kt×P / Kt×P				**6.** / Q—K 2
7. B—Kt 5 ch ! / K—B sq !	**7.** / P—QB 3		**7.** P—Q 4 ? / B—Kt 5 ch	**7.** Castles / B—KB 4
8. B—Kt 2+	**8.** Kt×QBP / Q—Kt 3	**8.** / B×P ch *	**8.** B—Q 2 / B×B ch	**8.** B—Kt 5 ch!(*b*) / K—B sq
	9. Q—K 2 ch / K—B sq	**9.** K×B / Q—Kt 3 ch	**9.** Kt×B— / B—K 3—	**9.** R—K sq / Q—Q 5
	10. Kt—Kt 4 / B—K 3	**10.** Kt—Q 4 ch / K—Q sq		**10.** Q—B 3 / Kt—K 2
	11. Kt×Kt / B×Kt	**11.** B—QKt 2+		**11.** B—R 3 / P—KB 3
	12. Castles / Q—Kt 3			**12.** P—QB 3 / B—Q 3
	13. P—Kt 3 (*a*) / Q—KB 3			**13.** B×Kt / B×B
	14. Kt—B 3 / B—B 6			**14.** P—KKt 3 / Q—Kt 4
	15. Q—K sq / P—QR 3			**15.** P×B / P×Kt
	16. B—K 2 / R—K sq			**16.** P—KR 4+
	17. Q—Q sq+			

(*a*) Freeborough and Ranken consider the game about equal. We differ, and think it in White's favour.

* If 8. / Q—B 3 9. Kt—K 5 dis ch / K—B sq 10. P—Q 4 &c.

(*b*) If 8. P—Q 4 / Castles or if 8. R—K sq / Kt×QBP 9. P—Q 6 / B×QP 10. B×P ch / K—B sq 11. Kt—Kt 6 ch / P×Kt 12. R×Q / B×P ch 13. K—R sq / B—K 4 dis ch 14. Kt—Kt sq / Kt×R wins

TABLE XCVII.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / B—B 4	**4.** P—QKt 4 / P—Q 4	**5.** P×P / Kt×P

1.	2.	3.	4.	5.
6. Kt×P / Q—Kt 4			**6.** ____ / B—Q 5	**6.** ____ / B—KB 4 (*d*)
7. Castles (*a*) / B—R 6		**7.** Q—K 2 (*c*) / Kt×P ch	**7.** P—B 3 / B×Kt	**7.** P—Q 3 / B—Q 5
8. Q—KB 3 / Q×Kt	**8.** P—KKt 3 (*b*) / B×R	**8.** K—Q sq / Kt—Q 5	**8.** Q—R 4 ch / P—B 3	**8.** P—QB 3 / B×Kt
9. Q×B / Kt×QBP	**9.** P—Q 4 / Q—K 2	**9.** Kt—B 3 dis ch / Q—K 2	**9.** Q×Kt / P×P	**9.** Q—R 4 ch+
10. Q—Kt 3 / Kt×R	**10.** K×B / Castles	**10.** Q×Q ch / Kt×Q	**10.** Q—Kt 5 ch / Q—Q 2	
11. B—Kt 2+	**11.** P—QB 3 / Kt×QP!	**11.** Kt×Kt / B×Kt	**11.** Q×Q / B×Q	
	12. Q—B 3 / P—QB 3	**12.** Kt—QB 3	**12.** B×P+	
		or		
	13. Kt×KBP+	Castles+		

(*a*) Recommended by Lange and Wormald.

(*b*) Wormald's variation.

(*c*) From the *Handbuch*. White may also play 7. Kt—KB 3 / Q×KtP 8. Q—K 2 ch / Kt—K 2 9. R—KKt sq / B×P ch 10. Q×B / Kt×BP ch 11. K—K 2 / Q×Q ch 12. K×Q / Kt×R 13. Kt—QR 3+

(*d*) If 6. ____ / Q—KB 3 7. Castles &c.

TABLE XCVIII.

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4	**4.** P—QKt 4
P—K 4	Kt—QB 3	B—B 4	P—Q 4

1.	2.	3.	4.	5.
5. B×P?	**5.** B—Kt 5? (*b*)		**5.**	**5.** B×P
Kt×P	P×P!		B×KtP?	Kt×P
6. B—Kt 3 (*a*)	**6.** P×B	**6.** Kt×KP	**6.** Kt×KP	**6.** Kt—B 3
Kt—KB 3	P×Kt	Q—Q 5+	KKt—K 2	Kt×B
		or		
7. Q—K 2	**7.** B×Kt ch	B×P ch+	**7.** P—QB 3	**7.** Kt×Kt
Castles	P×B		B—Q 3	P—QB 3
8. Castles	**8.** P×P		**8.** P×QP	**8.** Kt—K 3—
B—KKt 5	Kt—K 2+		B×Kt	—
9. B—Kt 2—			**9.** P×Kt	
Q—K 2—			P×P	
			10. B—QB 4—	
			Castles—	

(*a*) White may also play 6. B—QR 3, 6. Kt×P, 6. P—QB 3, or 6. B—Kt 2 here; but if 6. Kt—B 3 / Kt×B 7. Kt×Kt / P—QB 3 8. Kt—K 3 even game.

(*b*) A weak move, wrongly preferred by Wisker, but justly condemned by Löwenthal and Wormald.

THE TWO KNIGHTS' DEFENCE.

This offshoot of the Giuoco Piano, although briefly noticed by several of the earlier writers on chess—by Gianutio in 1597, Salvio in 1604, and Greco in 1619—had never been seriously analysed until Lieutenant Von Bilguer, the originator of the German *Handbuch*, directed attention to its resources. According to that work, it is first mentioned by a fourth Italian author—Polerio—in 1590. Now, after the lapse of three centuries, some remarkable discoveries, which completely revolutionise the theory of certain branches of the opening, by strengthening the attack in some variations and upsetting it in others, have been made by Mr. Steinitz; and their result in the main is to confirm the opinion we expressed in our first edition (p. 114), "that the Two Knights' Defence is unsound, and ought to yield the first player a decided advantage." Steinitz's new defence in the *Modern Chess Instructor* of 5. $\frac{\quad}{\text{Kt} \times \text{P}}$ to the old Fegatello (fried liver) of Polerio and Gianutio, in vogue three hundred years ago in Italy, appears to demonstrate theoretically the unsoundness of the old time-honoured attack of 6. Kt × BP for White against the best defence (*see* Table CVI.), though by 6. Q—R 5 White can obtain at least an equal game. In practical play, however, the Two Knights' Defence will be found exceedingly difficult in many forms of the *débût*. Steinitz defines it as a counter attack, which, being so early instituted, ought to be disadvantageous to the second player on principle, and the same may be said of the Petroff defence. It may be pointed out that many variations in the Two Knights' Defence are brought about by a transposition of moves in the Scotch Gambit and Danish Gambit.

TABLE XCIX.

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4	**4.** Kt—Kt 5	**5.** P×P
P—K 4	Kt—QB 3	Kt—B 3	P—Q 4	QKt—R 4

6. B—Kt 5 ch — P—B 3 — **7.** P×P — P×P

1	2.	3.	4.	5.
8. B—K 2!				
P—KR 3				
9. Kt—KR 3 (*a*)	**9.** Kt—KB 3			
B×Kt *	P—K 5			
10. P×B	**10.** Kt—K 5			
Q—Q 4 (*b*)	Q—Q 5			
11. B—B 3	**11.** P—KB 4!			
P—K 5	B—QB 4!			
12. Kt—B 3	**12.** R—B sq	**12.**	**12.**	**12.**
Q—K 4	Q—Q sq! (*d*)	Q—Q 3?	Kt—Kt 2?	B—Q 3?
13. B—Kt 2	**13.** P—B 3	**13.** P—B 3	**13.** Kt×QBP	**13.** P—QB 3
B—Q 3	Kt—Q 4 (*e*)	Kt—Kt 2	Q—Q 3	Q—Q 4!
14. Q—K 2	**14.** P—Q 4! (*f*)	**14.** P—QKt 4	**14.** Kt—K 5+	**14.** P—QKt 4
Castles KR	Q—R 5 ch	B—Kt 3		B×Kt
15. P—Q 3	**15.** K—Q 2	**15.** P—QR 4! (*g*)		**15.** P×B
P×P	B×P	P—QR 4		Q×P
16. Q×Q	**16.** P×B	**16.** P—Kt 5+		**16.** P×Kt
B×Q	P—K 6 ch			Q×KRP
17. P×P+ (*c*)	**17.** K—B 2—			**17.** Q—R 4+
	Kt—Kt 5 ch—			

(*a*) Here Steinitz's discovery, which had for three centuries escaped the attention of all analysts of all countries; but we do not see why Black should take the Kt at once. *See* Table CII., col. 5, p. 116.

(*b*) Steinitz sees no other way of pursuing the counter-attack for Black, since, if White be allowed to play P—Q 3, he is quite safe.

(*c*) White has the advantage, being a Pawn ahead, and after the sortie of his QB to K 3 may either Castle (QR) or play K—K 2, with the better game.

(*d*) Steinitz.

(*e*) If 13. Kt—Kt 5 — 14. Q—R 4, Q—R 5 ch — 15. P—Kt 3, Q×RP — 16. Q×KP &c.

(*f*) If 14. P—QKt 4, Q—R 5 ch — 15. P—Kt 3, Q×RP — 16. P×B, Q×P ch — 17. R—B 2, Kt×KBP — 18. Q—R 4, Kt—R 6 — 19. Q×Kt, Kt×R+

(*Modern Chess Instructor.*)

(*g*) Best according to Steinitz. If 15. Q—R 4, Kt—Q sq &c. or if 15. Kt—R 3, B—K 3 — 16. Q—R 4, Kt—Q sq — 17. QKt—QB 4, Q—B 2 — 18. B—QR 3, Castles KR! — 19. Castles QR, QR—QB sq — 20. P—KR 3 &c. For the consequences of 15. Kt—R 3? *See also* Table CIII., col. 3, p. 117.

* We do not approve of this immediate capture, and prefer for the defence 9. B—QB 4 which appears to yield Black a better game than the line of play advocated by Steinitz; for if 10. P—QB 3, B×Kt — 11. P×B, Kt—K 5 &c. or if 10. Castles, B×Kt — 11. P×B, Q—Q 2 &c. *See* Table CII.

TABLE C.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / Kt—B 3	**4.** Kt—Kt 5 / P—Q 4	**5.** P×P / QKt—R 4
		6. B—Kt 5 ch / P—B 3	**7.** P×P / P×P	

	1.	2.	3.	4.	5.
8.	B—K 2 ! / P—KR 3				
9.	Kt—KB 3 / P—K 5				
10.	Kt—K 5 / Q—Q 5			B— / B—Q 3	
11.	Kt—Kt 4 / B×Kt !			P—Q 4 (*e*) / Q—B 2	Kt—B 4 / Kt×Kt
12.	B×B / Kt—QB 5 (*a*)	—— / B—QB 4 ?	—— / P—K 6 !	P—KB 4— / P×P *en pass.*	B×Kt / Kt—Kt 5
13.	P—QB 3 (*b*) / Q—Kt 3	Castles / P—K 6	B—B 3 (*c*) / P×BP ch	Kt×P / B—KKt 5	Q—K 2 / Castles
14.	B—K 2 / Kt×KtP	B—B 3 / P×P ch	K—B sq / Castles (QR)	QKt—Q 2 / Castles KR	P—KR 3 / Q—R 5
15.	B×Kt / Q×B	K—R sq / Castles (QR)	P—B 3 / Q—Q 6 ch	K—B 2 / QR—K sq +	P—KKt 3 / B×P
16.	Q—Kt 3— / R—QKt sq —	P—QB 3 +	Q—K 2 (*d*) / B—B 4		P×B / Q×P ch
17.			Q×Q / R×Q +		K—B sq / Kt—K 4 +

(*a*) Steinitz gives 12. P—K 6 ! which is wrongly condemned by the *Handbuch*. *See* col. 3.

(*b*) If 13. Castles / Kt—K 4

(*c*) Or 13. P—KB 4 / Q×BP — 14. B—B 3 / Castles — 15. Castles / B—B 4 — 16. K—R sq / KR—K sq — 17. Q—K 2 / Kt—B 5 ? — 18. P×P / B×P — 19. Kt—R 3 + Black, however, may play 17. P×P in this variation.

(*d*) If 16. B—K 2 / Q—Kt 3 — 17. P—Q 4 / P—B 4 +

(*e*) This move, given by the *Handbuch*, seems slightly preferable to either 11. Kt—B 4 or 11. Kt—Kt 4, given in the *Modern Chess Instructor*, p 96. If 11. P—KB 4 / P—KKt 4 ! — 12. P—Q 4 / P×P — 13. B×P / Kt—Q 4 — 14. Q—Q 2 / Q—Kt 3 — 15. P—QKt 3 / P—K 6 — 16. B×KP / B×Kt +

If 11. Kt—Kt 4 / Kt×Kt — 12. B×Kt / Q—R 5 — 13. B×B / R×B — 14. Q—K 2 / Castles — 15. Kt—B 3 (if 15. P—KKt 3 / Q—R 6 — 16. Q—B sq / Q—K 3 &c.) — 15. —— / QR—K sq — 16. P—QKt 3 / P—KB 4 +

TABLE CI.

1.	2.	3.	4.
P—K 4	Kt—KB 3	B—B 4	Kt—Kt 5
P—K 4	Kt—QB 3	Kt—B 3	P—Q 4

5.	6.	7.
P×P	B—Kt 5 ch	P×P
QKt—R 4	P—B 3	P×P

1.	2.	3.	4.	5.
8. B—K 2 !		**8.** Q—B 3 ?	**8.**	**8.**
P—KR 3		Q—B 2	Q—Kt 3	P×B
9. Kt—KB 3	**9.**	**9.** B—R 4	**9.** B—R 4	**9.** Q×R
P—K 5	B—Q 3	B—Q 3	B—KKt 5	B—QB 4
10. Kt—Kt sq ?	**10.** P—Q 4	**10.** P—Q 3	**10.** Q—KKt 3	**10.** Q—KB 3
B—QB 4	P—K 5	Castles	P—KR 3	B—Kt 2
11. K—B sq	**11.** KKt—Q 2	**11.** Castles	**11.** Kt—KR 3 !(*c*)	**11.** Q—KKt 3
Castles	Q—B 2	P—KR 3	B—Q 3	Castles
12. P—QR 3	**12.** QKt—B 3 (*a*)	**12.** Kt—K 4	**12.** Castles (*d*)	**12.** P—Q 3 (*f*)
Q—Q 5	P—K 6 (*b*)	Kt×Kt	Castles QR	P—K 5
13. Q—K sq	**13.** Kt—B 3	**13.** P×Kt	**13.** Kt—QB 3 (*e*)	**13.** Castles
Kt—QB 5	P×P ch	P—KB 4 +	P—K 5	P—Kt 5
14. Kt—QB 3	**14.** K×P		**14.** Q—K 3	**14.** B—K 3
B—QR 3 +	Kt—Kt 5 ch		Q—B 2	B×B
	15. K—Kt sq +		**15.** Kt×P	**15.** Q×B
			B×P ch	Kt—Q 4
			16. K—R sq	**16.** Q—KKt 3
			KR—K sq +	P×P +

(*a*) Kt—KB sq is also suggested in the *Modern Chess Instructor*.

(*b*) If 12. B—KB 4 13. Kt—KB sq followed by Kt—Kt 3 &c.

(*c*) If 11. Kt—B 3, B—Q 3 12. P—KR 3, Kt—K 5 13. Q×B (if 13. Q—R 4, P—KKt 4 14. Kt×KtP, P×Kt 15. Q×R, K—Q 2 wins)
13. Kt×BP 14. Q×P, Kt×R 15. Q×R ch, K—Q 2 wins.

(*d*) If 12. P—KB 3, Q—Q 5 13. B—Kt 3 (if 13. Kt—B 3, P—K 5 14. Q—B 2, Q×Q ch 15. Kt×Q, P×P 16. Kt×B, P×P
17. Kt×Kt ch, P×Kt 18. R—KKt sq, R—KKt sq 19. Kt—K 4, B×P &c.) 13. P—K 5 +

(*e*) If 13. Q—K 3, Q—B 2 14. P—Q 3, Kt—Q 4 + ; or if 13. P—Q 3, P—K 5 14. Q—K 3, Q—B 2 15. P×P, B×P ch 16. K—R sq, B—K 4
17. Kt—QB 3, B—Q 5 18. Q—Q 3, K—Kt 2 &c.

(*f*) If 12. Castles, P—KR 3 13. Kt—R 3, Kt—K 5 14. Q×P, R—K sq &c.

TABLE CII.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / Kt—B 3	**4.** Kt—Kt 5 / P—Q 4	
	5. P×P / QKt—R 4	**6.** B—Kt 5 ch / P—B 3	**7.** P×P / P×P	

1.	2.	3.	4.	5.
8. B—R 4? / P—KR 3			**8.** Q—B 3? / Q—B 2	
9. Kt—KB 3 / P—K 5		**9.** Kt—KR 3 / B×Kt	**9.** QKt—B 3 / B—KKt 5	**8.** B—K 2! / P—KR 3
10. Q—K 2 / B—K 3	**10.** Kt—Kt sq / B—QB 4	**10.** P×B / Q—Q 2	**10.** Kt—Q 5 / Kt×Kt	**9.** Kt—KR 3 / B—QB 4
11. Kt—K 5 / Q—Q 5	**11.** P—QB 3 / Castles	**11.** P—QB 3 / R—B sq	**11.** Q×Kt / R—Q sq	**10.** P—Q 3 / Castles
12. B×P ch / Kt×B	**12.** P—QKt 4 / B×P ch	**12.** P—Kt 4 / Kt—Kt 2	**12.** Q—K 4 / P—KB 4	**11.** Kt—B 3 / Kt—Q 4
13. Kt×Kt (*a*) / Q—B 4	**13.** K×B / Kt—Kt 5 ch	**13.** Kt—R 3 / Q×RP	**13.** Q—K 3 / P×B	**12.** Kt—R 4 / B—Q 3
14. Q—QR 6 / B—QB sq	**14.** K—K sq / Q—R 5 ch	**14.** P—Kt 5 / Kt—Q sq	**14.** Kt—K 6 / Q×P	**13.** Kt—Kt sq / P—KB 4
15. P—QKt 4 / Q×BP	**15.** P—Kt 3 / Q—B 3	**15.** Q—K 2 / Q—K 3	**15.** Castles / Kt—B 5	**14.** P—QB 3 (*d*)
16. Q—QKt 5 / Q×B ch+	**16.** Q—K 2 / B—R 3+ (*b*)	**16.** P×P / Kt×P+	**16.** Q×RP / R—Q 2+ (*c*)	

(*a*) Suhle and Neumann prefer 13. Q—QKt 5.

(*b*) The *Modern Chess Instructor* continues 17. Q×B / Q—B 7 ch 18. K—Q sq / KR—Q sq 19. K—B 2 / Kt—K 6 ch 20. K—Kt 2 / Kt(K 6)B 5 ch 21. K—B 2 / Q—B 8 wins. This continuation is by no means obvious.

(*c*) 17. Q—Kt 8 ch / K—B 2 18. Kt—Kt 5 ch / K—B 3 &c.

(*d*) Col. 5 occurred in the celebrated Steinitz-Tschigorin correspondence match. Black's superior position appears an adequate compensation for the loss of a Pawn. We prefer the Black.

TABLE CIII.

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4	**4.** Kt—Kt 5
P—K 4	Kt—QB 3	Kt—B 3	P—Q 4
	5. P×P	**6.** B—Kt 5 ch	
	Kt—QR 4		

1.	2.	3.	4.	5
6.	**6.**		**10.**	
B—Q 2?	P—B 3		Q—B 2?	
7. Q—K 2	**7.** P×P		**11.** P—KB 4!	**11.** P—Q 4?
B—Q 3	P×P		B—Q 3	B—Q 3!
8. QKt—B 3 (*a*)	**8.** B—K 2		**12.** P—Q 4	**12.** P—KB 4
Castles	P—KR 3		Castles	P×P *en pass.*
9. B×B	**9.** Kt—KB 3		**13.** P—B 3!	**13.** Kt×P (B 3)
Q×B	P—K 5		P—B 4	B×KKt 5+*
10. P—QR 3	**10.** Kt—K 5		**14.** Kt—R 3	
P—QB 4	Q—Q 5		P—R 3	
11. P—Q 3+	**11.** P—KB 4	**13.**	**15.** Kt—B 2+	
	B—QB 4	Kt—Kt 2		
	12. R—B sq	**14.** P—QKt 4		
	Q—Q 3	B—Kt 3		
	13. P—B 3	**15.** Kt—R 3?		
	Kt—Q 4!	Castles		
	14. P—KKt 3	**16.** QKt—B 4—		
	B—R 6	Q—B 2 — (*c*)		
	15. P—QKt 4			
	B×R			
	16. K×B!			
	Kt×KtP (*b*)—			

(*a*) From the *Modern Chess Instructor*, by Steinitz. Staunton (*Theory and Practice*, p. 245) also gives 8. B×B ch Q×B 9. P—QB 4 and concludes in favour of White. The *Handbuch* gives the wretchedly weak continuation 9. P—QB 3 10. P—QB 5? B×P 11. Q×P ch K—Q sq and wrongly concludes in favour of Black. We consider Steinitz a far more reliable guide than the *Handbuch*, which is full of mistakes, although the compilation of many master minds.

(*b*) Continued by Steinitz 17. P×Kt Q—Q 5 18. P×B Q×R 19. QKt—B 3 Castles KR 20. Kt—Kt 4 KR—Q sq 21. Q—K sq! QR—Kt sq 22. Kt—K 3— R—Kt 7—

(*c*) Cook doubts whether Black has a full equivalent for his lost pawn.

* *See also* Table C., col. 4, and note (*e*).

TABLE CIV.

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4	**4.** Kt—Kt 5	**5.** P×P
P—K 4	Kt—QB 3	Kt—B 3	P—Q 4	Kt—QR 4

1.	2.	3.	4	5.
6. P—Q 3 ?			**6.**	**6.**
P—KR 3 (*a*)			B—QB 4 ?	Kt×B
7. Kt—KB 3			**7.** Castles	**7.** P×Kt
P—K 5 ! (*b*)			Castles	P—KR 3
8. Q—K 2			**8.** Q—K sq (*f*)	**8.** Kt—KB 3
Kt×B			Kt×B	B—Q 3
9. P×Kt		**9.**	**9.** P×Kt	**9.** P—KR 3
B—QB 4		B—K 2	P—KR 3	Castles
10. P—KR 3		**10.** KKt—Q 2 (*e*)	**10.** Kt—K 4	**10.** B—K 3
Castles		B—KB 4	Kt×Kt	P—K 5
11. Kt—R 2	**11.**	**11.** P—KB 3+	**11.** Q×Kt	**11.** Kt—Q 4
P—QKt 4	P—K 6		Q—K 2	Kt—R 2
12. Kt—QB 3 (*c*)	**12.** B×P		**12.** B—K 3	**12.** QKt—B 3
P×P	B×B !		B×B	P—KB 4
13. Q×P	**13.** P×B		**13.** P×B	**13.** KKt—QKt 5
Q×Q 3	Kt—K 5		P—KB 4	P—B 5
14. Kt—QR 4	**14.** Kt—B sq *		**14.** Q—Q 3+	**14.** B—Q 4
B—Kt 3	Q—R 5 ch			P—B 6
15. Kt×B	**15.** P—Kt 3			**15.** P—KKt 3+
RP×Kt+	Q—B 3+ (*d*)			

(*a*) If 6. Kt×P 7. Q—B 3 B—K 3 8. Kt×B P×Kt 9. Q—R 5 ch+

(*b*) If 7. B—KKt 5 ? 8. P—KR 3 B×Kt 9. Q×B P—K 5 10. Q—K 2+ (Morphy *v.* Mongredien.

(*c*) If 12. P—QKt 3 P×P 13. P×P QB—R 3 14. Kt—QB 3 ; or 12. P×P P—QB 3+ Kt×P+

* If 14. Castles Kt—Kt 6 15. Q—B 3 Kt×R 16. Kt×Kt and Steinitz, in opposition to Löwenthal, declares the game to be in Black's favour. P—KB 4

(*d*) Continued 16. P—B 3 B—B 4+

(*e*) If 10. Kt—Q 4 P—QB 3 &c.

(*f*) 8. Kt—QB 3 is also good.

TABLE CV.

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / Kt—B 3	**4.** Kt—Kt 5 / P—Q 4	**5.** P×P / Kt×P

1.	2.	3.	4.	5.
6. Q—R 5 ! / P—KKt 3 !				**6.** / Q—Q 2 ?
7. Q—B 3 / Q×Kt		**7.** / P—KB 3 ?		**7.** Kt×BP or Q×BP ch +
8. B×Kt / Kt—Q sq !	**8.** / Kt—Q 5 ?	**8.** Kt×RP ! / Kt—Q 5	**8.** B×Kt ? / Kt—Q 5	
9. Kt—B 3 / Q—K 2	**9.** Q×P ch / K—Q sq	**9.** Q×Kt / Q×Q	**9.** B—B 7 ch / K—K 2	
10. P—Q 3 / B—Kt 2	**10.** P—KR 4 / Q—Kt 5 (*a*)	**10.** Kt×P ch / K—Q sq	**10.** Q—R 3 ch / K—Q 2	
11. Kt—K 4 / P—KR 3	**11.** Q—B 6 ch / K—Q 2	**11.** Kt×Q / Kt×P ch	**11.** Q—Q 3 / P×Kt	
12. Q—Kt 3— / Kt—K 3—	**12.** Kt—B 3 wins	**12.** K—Q sq / Kt×R	**12.** P—B 3 / K—K 2	
		13. Kt—K 3 / B—QB 4	**13.** P×Kt / K×B	
		14. QKt—R 3 +	**14.** Q—B 3 ch— / K—Kt sq—	

(*a*) If 10. / Q—K 2 — 11. Q×Q ch / B×Q — 12. K—Q sq &c

TABLE CVI.

1.	2.	3.	4.
P—K 4	Kt—KB 3	B—B 4	Kt×Kt 5
P—K 4	Kt—QB 3	Kt—B 3	P—Q 4
	5. P×P	6. Kt×BP ?	
	Kt×P	K×Kt	

1.	2.	3.	4.	5.
7. Q—B 3 ch				
K—K 3				
8. Kt—B 3				
Kt—Kt 5 !				
9. Q—K 4				**9.**
P—QKt 4 !				P—B 3 ?
10. B×Kt 3		**10.** Kt×P	**10.** B×P	**10.** P—QR 3
P—B 4 ! (*a*)		P—B 3	B—R 3	Q—R 4 *
11. P—Q 3	**11.** Kt×P	**11.** Kt—B 3	**11.** B—R 4 (*e*)	**11.** P×Kt
B—Kt 2	B—R 3	B—R 3	KKt—B 3	Q×R
12. P—KB 4	**12.** P—QR 4	**12.** B—Kt 3	**12.** B—Kt 3 ch	**12.** Castles
P—B 5	R—B sq	Q—Kt 3	K—Q 3	B—Q 3
13. P×BP	**13.** Kt×P (*d*)	**13.** P—QR 3	**13.** Q—K 3	**13.** P—Q 4+ (*f*)
Kt×Kt	P—B 5	Kt—Q 6+	P—QB 4	
14. Q×P ch (*b*)	**14.** Kt×R		**14.** P—Q 3	
K—Q 2	Q×Kt		Kt—QB 3+	
15. P×Kt	**15.** B—R 2			
B×P	Kt—KB 3+			
16. Q—Q 4 ch				
K—B 2				
17. Q×Q ch				
R×Q+ (*c*)				

(*a*) The *Handbuch* gives the weak continuation 10. B—Kt 2, 11. P—Q 4, Q—Q 3, 12. P—QR 3, Kt—R 3, 13. B—KB 4+

(*b*) If 14. P×P dis ch, Kt(B 6)—Q 4, 15. P—QB, Q—K 3, 16 P×Kt (if 16. Q×P ch, 16. K—B 2 &c.), 16. Q—Q 5 wins. Freeborough and Ranken (*Chess Openings*, p. 65) give 15. P—QR 3, Kt×P ch+, Black having a piece ahead.

(*c*) Continued 18. KR—Kt sq, P×P, 19. R×B, P×B, 20. P×Kt, B×P ch, 21. K—B sq, B—B 6 wins.

(*d*) If 13. P—Q 3, Q—R 4, &c. or if 13. Kt—R 3, Q—B 3

(*e*) If 11. B×B, Kt×B, 12. P—Q 4, Kt×Kt, 13. Q×P ch, K—B 2, 14. P×Kt, Q—K sq+

* Steinitz gives 10. Kt—R 3, 11. P—Q 4, Q—Q 3, 12. P—B 4 !, P—QKt 4, 13. B—K 3+

(*f*) From Cordel's *Fuhrer Durch Die Schachtheorie.*

TABLE CVII.

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. Kt—Kt 5
P—K 4	Kt—QB 3	Kt—B 3	Kt×P ?

1.	2.	3.	4.	5.
5. B×P ch ! *				
K—K 2				
6. P—Q 4 ! (*a*)	**6.**	**6.**	**6.** P—Q 3 ?	**6.** Kt×Kt ?
P—KR 3 (*b*)	P—Q 4	QKt×P	Kt—KB 3 (*c*)	K×B
7. Kt×Kt	**7.** P×P	**7.** P—QB 3	**7.** B—Kt 3	**7.** Q—B 3 ch (*e*)
K×B	QKt×P	Kt—QB 3	P—Q 4	K—K sq
8. P—Q 5	**8.** Q×P !	**8.** B—Q 5	**8.** P—KB 4	**8.** P—Q 4
Kt—K 2	Q×Q	Kt—KB 3	B—KKt 5	P—Q 4
9. Q—R 5 ch	**9.** B×Q	**9.** Kt—B 7	**9.** Q—Q 2	**9.** Kt—Kt 5 !
P—Kt 3	Kt—KB 3	Q—K sq	K—Q 2	Q—B 3
10. Q×KP	**10.** Kt—QB 3	**10.** Kt×R	**10.** Castles ! —(*d*)	**10.** Q×P
B—Kt 2	P—B 3	Kt×B	—	Kt×P+
11. Q—B 4 ch	**11.** B—Kt 3	**11.** Q×Kt		
K—Kt sq	B—B 4	P—KR 3		
12. QKt—B 3+	**12.** B—K 3+	**12.** Q—K 4+		

* If 5. Kt×BP ? 6. Q—K 2 7. P—KKt 3 (if 7. Q—B sq 8. K—Q sq 9. Kt×R Q—R 5 Kt×Q 5 Kt×P ch Kt×R Kt×BP ch &c.)
7. 8. P×Q 9. P—Q 3 10. Kt×Kt ch If White try 6. Castles
Kt×Q Kt—Q 5 Kt—Q 3 B×Kt wins. B—B 4
7. Kt×R 8. B—B 7 ch 9. R×Kt 10. K—R sq ; or if 6. P—KKt 3
Kt×BP K—K 2 Q×R ch P—Q 3 &c. Kt×KtP
7. BP×Kt (if 7. R—Kt sq 8. B—K 2) 7. 8. Q—K 2
Q—K 5 ch Q×B+ Q—K 5 ch Q×R ch wins.

If 5. Kt×Kt 6. B×P 7. QKt—B 3 –
P—Q 4 Q—B Q—Q sq –

(*a*) Bird only gives the worthless continuation 6. P—Q 3

(*b*) If 6. 7. B—Q 5 or 7. Q—K 2 8. B—R 5 wins. Or if 6. 7. Kt—K 6 &c.
P×P ? P—Q 4 Kt—Q 3
Again, if 6. 7. P×P 8. Q—K 2 &c. Or if, lastly, 6.
Kt—KB 3 Kt×P P—Q 3
7. B—Q 5 8. B×Kt 9. P×P wins.
Kt—B 3 P×B

(*c*) If 6. 7. B—Kt 3+
Kt—Q 3

(*d*) 10. Kt—B 7 given by the *Modern Chess Instructor*, and the City of London *Chess Magazine*, seems to us inferior, as it loses right off by 10. 11. Kt×R 12. K—B sq
Q—K sq P×P dis ch Kt—Q 5 !
13. Kt—B 3 14. Q—K sq 15. QB×P 16. Q—Q 2 17. Kt×B
B—QB 4 Q—R 4 R—K sq B—K 7 ch R×Kt wins.

(*e*) If 7. QKt—B 3 8. Castles 9. Kt—Kt 3 10. P—Q 3
P—KKt 3 ! P—Q 4 B—K 3 B—QB 4+

TABLE CVIII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—B 4 / Kt—B 3

1.	2.	3.	4.	5.
4. P—Q 4 / P×P				
5. Castles / Kt×P *				
6. R—K sq / P—Q 4 !				**6.** / B—K 2 ?
7. B×P / Q×B				**7.** R×Kt / P—Q 4
8. Kt—B 3 / Q—B 5 (or KB 4)	**8.** / Q—Q sq	**8.** / Q—KR 4		**8.** R×B ch ! / Kt×R
9. Kt×Kt ! (*a*) / B—K 3	**9.** R×Kt ch / B—K 2	**9.** Kt×Kt / B—K 3	**9.** / B—K 2	**9.** B—Kt 3 / P—QB 4
10. P—QKt 3 (*b*) / Q—Q 4	**10.** Kt×P / P—KB 4	**10.** B—Kt 5 / B—QKt 5	**10.** B—KKt 5 (*d*) / B—KKt 5	**10.** P—B 3 / P×P
11. B—Kt 5 / B—K 2 ! (*c*)	**11.** R—B 4 / Castles	**11.** Kt×P / Q×Q	**11.** B×B / B×Kt	**11.** Kt×P / P—Q 5
12. B×B / K×B	**12.** Kt×Kt / Q×Q ch	**12.** KR×Q / Kt×Kt	**12.** Q×B / Q×Q	**12.** Kt—K 4 / Q—B 2
13. Q—B sq / QR—K sq	**13.** Kt×Q / P×Kt	**13.** R×Kt / B—K 2	**13.** P×Q / Kt×B +	**13.** B—R 4 ch / K—B sq
14. Q—R 3 ch / K—Q sq	**14.** R—QB 4 / P—B 4	**14.** B—B 4 / Castles		**14.** B—KKt 5 +
15. P—QB 4 / Q—KR 4	**15.** B—B 4 — / B—K 3 —	**15.** B×P / KR—QB sq		
16. QR—Q sq — / —		**16.** B—Q 6 — / B×B —		

* 5. B—B 4 gives Max Lange's attack in the Giuoco Piano. 5. B—K 2 may be safely played here, *e.g.*, 5. B—K 2 6 P—K 5 Kt—K 5 7. B—Q 5 Kt—B 4 8. P—B 3 ! &c. If 8. B×Kt ? QP×B 9. Q×P — / — (If 9. Kt+P / Q—Q 4) Mieses *v.* Metger.

(*a*) If 9. R×Kt ch / B—K 3 10. Kt×P / Castles QR 11. B—K 3 / B—B 4 +

(*b*) If 10. B—Kt 5 / KB—Kt 5 11. P—B 3 / P×P 12. P×P / B—QB 4 +

(*c*) If 11. B—QB 4 12. P—QB 4 wins; for if 12. P×P *en pass.* 13. Kt—B 6 ch &c.; or if 12. Q—KB 4 13. Kt—R 4 / Q—Kt 5 14. Kt—B 6 ch wins.

(*d*) Freeborough and Ranken give 10. Kt×P ! as leading to an even game, and we concur.

TABLE CIX.

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4
P—K 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5.
4. P—Q 4				
P×P				
5. P—K 5				**5.** B—KKt 5
P—Q 4 (*a*)				P—KR 3
6. B—QKt 5				**6.** B×Kt
Kt—K 5				Q×B
7. Kt×P		**7.**	**7.** Castles	**7.** Castles
B—Q 2		B—QB 4	B—QB 4	B—QB 4
8. B×Kt		**8.** Kt×Kt	**8.** Kt×P	**8.** P—QB 3
P×B		B×P ch (*c*)	B—Q 2	P—Q 6
9. Castles	**9.**	**9.** K—B sq	**9.** B×Kt	**9.** P—K 5
P—QB 4	B—K 2	Q—R 5 (*d*)	P×B	Q—KB 5
10. KKt—B 3	**10.** P—QB 4—	**10.** Kt—QB 3 (*e*)	**10.** B—K 3	**10.** Q×P
B—K 3	Castles—(*b*)	Kt×Kt	Q—K 2	Castles+
11. Q—K 2		**11.** P×Kt	**11.** P—QB 3—	
P—QB 3		P—QR 3	—	
12. P—QB 3—		**12.** Kt—Q 4 dis ch		
B—K 2—		P×B		
		13. Kt—KB 3		
		B—Kt 5		
		14. Kt×Q		
		B×Q		
		15. K×B—		
		B×P—		

(*a*) The same position occurs in the Scotch Gambit by a mere transposition of moves.

(*b*) *Handbuch*. We believe 10. P—QB 4 is better here.

(*c*) Or perhaps better 8. P×Kt 9. B—Q 3 B—KB 4 10. B×Kt Q—R 5 11. Q—K 2 P×B &c.

(*d*) 9. P×Kt given by the *Handbuch*, is bad, on account of 10. B×P ch— K—B sq 11. Q—Q 3 ! Q—R 5
12. Kt—B 3 Kt—B 4 13. Q—B 3 B—Q 5 14. B×R &c.

(*e*) Or 10. Kt—Q 4 dis ch P—B 3 11. Kt—KB 3 ! Kt—Kt 6 ch 12. K×B ! Kt—K 5 ch 13. K—K 2 Q—B 7 ch 14. K—Q 3 B—B 4
15. Kt—Q 4 B—Kt 3 &c.

TABLE CX.

1. P—K 4	2. Kt—KB 3	3. B—B 4
P—K 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5.
4. Castles				**4.** P—Q 3
Kt×P (*a*)				B—B 4
5. P—Q 4		**5.**	**5.**	**5.** B—K 3
P—Q 4		QKt×P	P×P	B—Kt 3
6. Q—K 2		**6.** Kt×P	*See* Table CVIII.,	**6.** QKt—Q 2
B—KKt 5		Kt—K 3	col. 1.	P—Q 3
7. P×P		**7.** Kt×BP		**7.** B—QKt 5
QKt×P		K×Kt		Castles
8. Kt—B 3	**8.**	**8.** B×Kt ch		**8.** B×Kt
Kt×B!	P—KB 4?	K—K sq		P×B
9. Kt×Kt	**9.** B×P! (*b*)	**9.** Q—R 5 ch		**9.** B—Kt 5
B—K 2+	Kt×Kt ch	P—KKt 3		P—KR 3
	10. P×Kt	**10.** Q—K 5		**10.** B—R 4
	B—R 6!	Kt—B 3		Q—K 2
	11. Kt×Kt+	**11.** B—Kt 3 dis ch		**11.** P—KR 3
		B—K 2		Q—K 3
		12. B—R 6		**12.** P—KKt 4—
		P—Q 3		Kt—K sq—(*c*)
		13. Q—K 2+		

(*a*) If 4. B—B 4 the game is resolved into a *Giuoco Piano*.

(*b*) The *Handbuch* gives the inferior move 9. B—Q 3 which would yield Black the advantage by 9. B—K 2 10. B—KB 4 Kt—Kt 3 &c.

(*c*) Column 5 may also occur in the *Giuoco Piano*. Continued 13. B—Kt 3 P—Kt 3 14. Q—K 2 Kt—Kt 2 15. Kt—B 4 B—Q 2 16. Kt×B RP×Kt 17. P—R 3 K—R 2 18. Kt—Q 2 P—KB 4! 19. P—KB 3 P—B 5 20. B—B 2 P—B 4 21. Castles KR Q—K 2 22. P—B 3— Kt—K 3— (Mason *v.* Fritz, Breslau Tourney.)

THE QUEEN'S BISHOP'S PAWN'S GAME IN THE KING'S KNIGHT'S OPENING.

This form of the King's Knight's Opening, otherwise known as "Ponziani's Knight's Game," from Ponziani being the earliest writer who noticed it, and latterly styled "Staunton's," or "The English Opening," by some writers, had fallen into disfavour ten years ago, inasmuch as its general result was then thought to yield the second player a certain advantage; but recent analyses by the two Russian masters—Alapin and Tschigorin—the latter of whom has frequently adopted it with success in public tournaments and matches—show it to be, after all, a safe and sound *début*, and confirm the opinion expressed by Cook on p. 21 of his *Synopsis*, that the Queen's Bishop's Pawn's attack is strong. In Table CXI., column 1, 8. P—Q 4 is given by Alapin as White's best move, and it is unquestionably superior to the old *coup* 8. B—QB 4, to which Black may safely and advantageously reply with 8. Q—QB 4. In the late New York Tournament, Weiss adopted the defence 3. Kt—B 3 against Tschigorin in two important games, both of which were drawn. After the moves 1. P—K 4 / P—K 4 2. Kt—KB 3 / Kt—QB 3 3. P—B 3 / Kt—B 3, it may be pointed out that if White play 4. B—Kt 5 the game is resolved into a form of the *Ruy Lopez* by 4. Kt×P 5. Q—K 2 / Kt—Q 3 6. Kt×P &c.

TABLE CXI.

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** P—B 3

	1.	2.	3.	4.	5.
3.	P—Q 4				
4.	Q—R 4 P—B 3 !			P×P ?	
5.	B—Kt 5 KKt—K 2			Kt×P Q—Q 4	
6.	P×P Q×P			Kt×Kt P×Kt	
7.	Castles B—Q 2 !		P—K 5 ?	B—B 4 Q—Q 3 !	Q—Q 2
8.	P—Q 4 ! P×P !	P—K 5 ?	Kt—Q 4 B—Q 2	Castles B—K 2	Castles Kt—B 3
9.	P×P Kt—K 4 !	KKt—Q 2 ! P—B 4	Kt×Kt B×Kt	P—Q 3 P×P	P—Q 3 +
10.	B×B ch ! * Q×B	R—K sq P—QR 3	B×B ch Kt×B	B×P +	
11.	Q—Kt 3 Kt×Kt ch	B—B 4 Q—R 4	R—K sq P—B 4		
12.	Q×Kt Castles	Q—B 2 Castles	P—B 3 B—B 4 ch		
13.	Kt—B 3 Kt—B 4	P—B 3 P×P	P—Q 4 B—K 2		
14.	B—K 3 B—Q 3	Kt×P Kt—Kt 3	P×P P×P		
15.	P—QR 4— —	P—QKt 4 Q—Kt 3	Q—B 2 or Kt—Q 2 +		
		16. P—QR 4 +			

* If 10. Kt—B 3 Kt×Kt ch 11. P×Kt Q—KB 4 ! 12. P—Q 5 P—QR 3 13. B—KB 4 R—Q sq 14. B×B ch Q×B 15. Q—Kt 3 Kt×P 16. KR—K sq ch B—K 2 + These variations are from an elaborate analysis by M. Alapin, of St. Petersburg, in the *Chess Monthly* for July 1890, p. 330. Continued 17. Kt×Kt Q×Kt 18. Q—K 3 R—Q 2 19. QR—Q sq Q×R 20. R×Q R×R ch 21. K—Kt 2 R—Q 2 22. Q—K 6 K—Q sq +

TABLE CXII.

1. P—K 4	2. Kt—KB 3	3. P—B 3
P—K 4	Kt—QB 3	P—Q 4

1.	2.	3.	4.	5.
4. B—Kt 5		**4.**	**4.**	
P—B 3 (*a*)		KKt—K 2 (*b*)	P×P	
5. Q—R 4!	**5.** Kt×P?	**5.** Q—R 4	**5.** Kt×P	
KKt—K 2	P×Kt	P—B 3	Q—Q 4!	
and we have, by a simple transposition of moves, the same position as in Table CXI., column 1, reached by	**6.** Q ch	**6.** P—Q 3 (*c*)	**6.** Q—R 4 *	**6.**
	K—K 2	B—Q 2	B—Q 2	KKt—K 2
	7. B×Kt	**7.** Castles	**7.** Kt×B	**7.** P—KB 4! (*d*)
	P×B	P—QR 3	K×Kt	P×P *en pass.*
	8. Q×KP ch	**8.** B×Kt	**8.** B×Kt ch	**8.** Kt×P
	K—B 2+	B×B	P×B	P—QR 3
4. Q—R 4		**9.** Q—B 2	**9.** Kt—R 3—	**9.** B—K 2!
P×B 3		Kt—Kt 3		Kt—Kt 3
5. B—Kt 5		**10.** B—K 3—		**10.** Castles
KKt—K 2		B—Q 3—		B—Q 2
				11. B—B 4
				B—B 4 ch
				12. P—Q 4
				Kt×P
				13. P×Kt
				B×P ch
				14. K—R sq
				Q—QB 4
				15. Q—Kt 3+ (*e*)

(*a*) Suggested by Mr. Wayte.

(*b*) We have now a position in the *Ruy Lopez*.

(*c*) We slightly prefer 6. P×P as advised by Alapin, *vide* Table CXI., column 1.

* Freeborough and Ranken also give 6. B×Kt ch (P×B) 7. Q—R 4 (Kt—K 2) 8. Kt—B 4 (B—K 3) 9. QKt—R 3 (Kt—B 4) 10. Kt—K 3 (Kt×Kt) 11. QP×Kt (B×Kt) leading to equality.

(*d*) If 7. Kt×Kt (Kt×Kt) 8. Castles (B—Q 2) 9. R—K sq (Castles QR) 10. R×P (P—QR 3+)

(*e*) Mr. Fraser's analysis. We, therefore, prefer for Black to 7. P×P *en pass.* in this column

(5) 7. B—K 3 8. B—B 4 (Q—Q 3) 9. B×B (Q×B) &c. given by Freeborough and Ranken.

TABLE CXIII.

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** P—B 3 P—B 4 (Ponziani's Counter Gambit).

1.	2.	3.	4.	5.
4. P—Q 4 P—Q 3 ?				**4.** P×KP !
5. P—Q 5 ! * P×P		**5.** QKt—K 2 (*b*)	**5.** B—QKt 5 ? P×KP	**5.** Kt×P Kt—B 3
6. Kt—Kt 5 Kt—Kt sq		**6.** B—Kt 5 ch B—Q 2	**6.** Kt×KP P×Kt	**6.** B—QKt 5 (*d*) B—Q 3
7. Kt×KP Kt—KB 3		**7.** Q—Kt 3 P×P	**7.** B×Kt ch P×B	**7.** B—KB 4 Q—K 2
8. B—Q 3 Kt×P	**8.** P—B 3	**8.** Kt—Kt 5 B×B	**8.** Q—R 5 ch K—Q 2 (*c*)	**8.** B×Kt QP×B
9. Kt—Kt 5 Kt—KB 3	**9.** P—QB 4 P×P	**9.** Q×B ch Q—Q 2	**9.** Q—B 5 ch K—K 2	**9.** Castles Castles
10. Kt×P Kt×Kt	**10.** P×P Q—R 4 ch	**10.** Q×KtP R—B sq	**10.** Q—Kt 5 ch K—Q 2	**10.** B—Kt 3 – B—KB 4 ! –
11. Q—R 5 ch K—Q 2	**11.** QKt—B 3 Kt×P	**11.** Kt×KP +	**11.** Q—B 5 ch – K—K 2 –	
12. B×Kt P—KKt 3	**12.** B—Kt 5 ch +			
13. Q—Kt 4 ch K—B 3				
14. Q—B 4 ch (*a*) K—Q 2				
15. B×P +				

* If 5. QP×P P×KP 6. Kt—Kt 5 Kt×P ! 7. Kt×KP P—Q 4 8. Q—R 5 ch Kt—Kt 3 9. Kt—Kt 5 Kt—KB 3 10. Q—K 2 ch B—K 2 11. Kt—K 6 Q—Q 3 ! wins.

(*a*) Or 14. Q—B 3 ch P—Q 4 15. B×P P—K 5 16. Q—B 7 B—Q 17. P—QB 4 &c.

(*b*) If 5. Kt—Kt sq 6. B—Q 3 P×P 7. B×P Kt—KB 3 8. B—KKt 5 B—K 2 9. B×Kt B×B 10. Q—B 2 +

(*c*) If 8. K—K 2 9. Q—Kt 5 ch ! &c.

(*d*) Or 6. B—KKt 5 ! B—K 2 7. B—Kt 5 Castles 8. Q—Kt 3 ch P—Q 4 9. Kt×Kt P×Kt 10. B×P B—K 3 11. B×R Q×B . Kt—R 3 +

TABLE CXIV.

1. P—K 4	2. Kt—KB 3	3. P—QB 3	4. P—Q 4
P—K 4	Kt—QB 3	Kt—B 3	

	1.	2.	3.	4.	5.
4.	Kt×KP!				P—Q 4
5.	P—Q 5!	B—B 4?	Kt—K 2?	P×KP?	B—QKt 5
	Kt—QKtsq (*a*)			B—B 4!	Kt×KP
6.	B—Q 3	P×Kt	Kt×KP	Q—Q 5 (*g*)	Kt×P
	Kt—KB 3	B×P ch (*c*)	Kt—Kt 3	B×P ch	B—Q 2
7.	Kt×P	K—K 2	Kt×Kt	K—K 2	Kt×B
	B—B 4	P—Q 4 (*d*)	RP×Kt	P—B 4	Q×Kt
8.	Castles	P×P (*e*)	B—Q 3	QKt—Q 2	Castles
	Castles	QB×P	Kt—KB 3	Kt—K 2	Kt—Q 3
9.	P—QKt 4	Q—R 4 ch	B—KKt 5	Q—Q 3	B×Kt
	P—Q 3 (*b*)	P—B 3	B—K 2 (*f*)	P—Q 4	Q×B
10.	Kt—B 4	QKt—Q 2	B×Kt	P×P *en pass.*	R—K sq ch
	B—Kt 3	P—KB 4	B×B	Q×P	B—K 2
11.	P—QR 4	Kt×Kt	Q—K 2 ch +	Q×Q	Q—K 2
	B—Kt 5	BP×Kt		P×Q	Castles
12.	Q—B 2	K×B		Kt×Kt	B—B 4—
	P—QB 3	Castles		P×Kt	KR—K sq—
13.	P×P—	B—K 3		Kt—Kt 5	
	P×P—	P×Kt		Castles	
14.		P—KKt 3+		Kt×KP	
				B—Kt 5 ch+	

(*a*) In our first edition, p. 159, we expressed a preference for this move, and its successful adoption by Herr Weiss in the late New York International Tournament against Tschigorin confirms our opinion that this is Black's best defence at this juncture.

(*b*) B—K 2 may also be played here.

(*c*) If 6. Kt×BP 7. Q—Q 5 B—Kt 3 8. P×KtP B×P 9. Q×B Kt×R 10. B—KKt 5+

(*d*) If 7. KtP×P 8. Q—R 4 P—KB 4 9. QKt—Q 2 Castles 10. Kt×Kt P×Kt 11. Q×P B—Kt 3! (if 11. P—Q 4 12. Q×KP R—K sq 13. Q×R ch Q×Q ch 14. K×B B—KB 4 15. B—K 2+) 12. B—KKt 5 Q—K sq 13. QR—K sq +

(*e*) Or 8. Q—R 4 Castles 9. QKt—Q 2 P—KB 4 10. Kt×Kt BP×Kt 11. K×B P×Kt! (if 11. R×Kt ch 12. P×R Q—R 5 ch 13. K—Kt sq Q—K 8 14. Q—B 2! wins) 12. P—KKt 3+

(*f*) If 9. B—QB 4 10. Kt—Q 2 P—Q 3 11. Kt—K 4 B—Kt 3 12. Q—K 2+

(*g*) If 6. B—QB 4 Kt×BP 7. Q—Q 5 Q—K 2 8. R—KB sq Kt—Kt 5 9. Kt—Kt 5 Kt×KP &c.

THE CENTRE COUNTER GAMBIT IN THE KNIGHT'S OPENING.

TABLE CXV.

(Most authorities worthy of notice condemn this counter attack.)

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / P—Q 4

1.	2.	3.	4.	5.
3. P×P ! / Q×P !		**3.** / P—K 5 ?	**3.** Kt×P ? / P×P	
4. Kt—QB 3 / Q—QR 4 !	**4.** / Q—K 3	**4.** Q—K 2 / Q—K 2 (*b*)	**4.** P—Q 4 ! / B—K 3	**4.** B—B 4 ? / Q—Kt 4
5. B—B 4 / Kt—QB 3	**5.** B—Kt 5 ch / B—Q 2 !	**5.** Kt—Q 4 / Q—K 4 ! (*c*)	**5.** B—QB 4 / B×B	**5.** Kt×P / Q×KtP
6. Castles / B—KKt 5 *	**6.** Castles / P—QR 3	**6.** Kt—Kt 5 / B—Q 3	**6.** Kt×B / P—KB 4	**6.** R—B sq / B—KKt 5
7. P—KR 3 / B—R 4	**7.** B×B ch / Kt×B	**7.** P—Q 4 / Q—K 2	**7.** Castles— / Kt—KB 3—	**7.** P—KB 3 / B×P
8. P—R 3+(*a*)	**8.** P—Q 4 / Castles QR	**8.** P—QB 4+		**8.** R—B 2 / Q—Kt 8 ch
	9. R—K sq+			**9.** R—B sq / Q—Kt 5+

N.B.—In column 5, after 4. B—B 4 / Q—Kt 4 some interesting variations spring from 5. B×P ch but should result in Black's favour with correct play. A game between M. De Beykrovny and the Author was continued 5. Kt×P / Q×KtP 6. R—B sq / B—KKt 5 7. B—K 2 / B×B 8. Q×B / K×Kt 9. Q—B 4 ch / K—K sq 10. Q×BP / Kt—Q 2 11. Q×KtP / R—Kt sq 12. Q×RP / B—B 4+ Black having a winning position.

* Freeborough and Ranken give 6. / B—Q 3 7. R—K sq / P—B 3 8. P—Q 4+ and 6. / B—K 2 7. R—K sq / Kt—KB 3 8. P—Q 4 / P×P

(*a*) Cook concludes in favour of White, who has somewhat the better position and development, but no material superiority. We think Black's game defensible.

(*b*) If 4. / B—K 2 5. Q×P / Kt—KB 3 6. B—Kt 5 ch / B—Q 2 7. Q—K 2 / Kt×P 8. B×B ch / Q×B 9. P—Q 4 / Castles 10. Castles / Kt—QB 3 11. P—B 4+ (Morphy *v.* Paulsen.)

(*c*) Cook and Freeborough and Ranken only give 5. / Kt—KB 3 6. Kt—QB 3 / Q—K 4 7. Kt—B 3 / Q—K 2 8. Kt—KKt 5+

THE GRECO COUNTER GAMBIT.

TABLE CXVI.

1. P—K 4	2. Kt—KB 3
P—K 4	P—KB 4

1.	2.	3.	4.	5.
3. B—B 4 (*a*)	**3.**	**3.**	**3.**	
P×P	Kt—KB 3	P—Q 3	Kt—QB 3	
4. Kt×P	**4.** Kt×P !	**4.** P—Q 4	**4.** P—Q 4	**4.** B×Kt?
Q—KKt 4	Q—K 2	Kt—QB 3 ! *	P—Q 3	R×B
5. Kt—B 7	**5.** P—Q 4	**5.** QP×KP !+	**5.** QP×KP+	**5.** P—Q 4—
Q×KtP	P—Q 3	See Table IV. "Philidor's Defence."		P—Q 3 !—
6. R—B sq	**6.** Kt—B 7			
P—Q 4	Q×P ch			
7. Kt×R	**7.** K—B sq			
P×B (*b*)	P—Q 4			
8. Q—R 5+	**8.** B—Q 3			
	Q—K 2			
	9. Kt×R wins			

(*a*) If 3. P—Q 4 4. Kt×P
P×KP Kt—KB 3 &c.

(*b*) If 7. 8. B—K 2 ! 9. P—Q 3 10. P×P 11. R—Kt sq 12. R×P
B—KKt 5 B—KR 6 B—Q 3 Q×KP B×P Q—R 8 ch
13. K—Q 2 14. K—B 3 15. K—Kt 3 16. R×Kt ch wins. Freeborough
B—B 5 ch B—K 4 ch Q×Q
and Ranken.

* The game is now resolved into a form of Philidor's Defence, unfavourable for Black (*see* Philidor's Defence, Table IV., column 1—the Lopez Counter Gambit in Philidor's opening). The same position occurs in columns 3 and 4 above by a mere transposition of moves.

TABLE CXVII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / P—KB 4 **3.** Kt×P

1.	2.	3.	4.	5.
3. / Q—B 3	**3.** / Kt—KB 3	**3.** / Q—K 2	**3.** / Kt—QB 3	
4. P—Q 4 / P—Q 3 (*a*)	**4.** B—B 4 / P×P	**4.** Q—R 5 ch / P—Kt 3	**4.** Kt×Kt! / QP×Kt	**4.** Q—R 5 ch? / P—Kt 3
5. Kt—B 4 / P×P	**5.** Kt—B 7 / Q—K 2	**5.** Kt×KtP / Q×KP ch	**5.** P—K 5+	**5.** Kt×KtP / Kt—B 3
6. Kt—B 3! / P—B 3 (*b*)	**6.** Kt×R / P—Q 4	**6.** B—K 2 / Kt—KB 3		**6.** Q—R 3 or 4—
7. Kt×KP / Q—K 3 (*c*)	**7.** B—K 2! / P—KKt 3	**7.** Q—R 3 / P×Kt		
8. Q—K 2 / P—Q 4	**8.** P—Q 3+	**8.** Q×R / Q×KKtP		
9. QKt—Q 6 ch / K—Q 2 (*e*)		**9.** R—B sq+		
10. Kt—B 7+				

(*a*) If 4. P×P 5. B—QB 4 / P—QB 3 (if 5. Kt—K 2 6. Kt—QB 3 / Q—KB 4 7. Kt—QKt 5 followed by Kt—KB 7) 6. B—B 7 ch / K—K 2 7. P—KR 4 / P—KR 3 8. Q—R 5 / K—Q 3 9. B—KKt 5 wins.

(*b*) Or 6. B—KB 4 7. P—KKt 4 / B—Kt 3 8. B—Kt 2+ If 6. Q—KKt 3 7. Kt—Q 5; if 6. Kt—K 2 7. P—Q 5; if 6. Q—K 2 7. Q—K 2 / Kt—KB 3 8. B—Kt 5+

(*c*) If 7. Q—K 2 8. Q—K 2 / P—Q 4 9. KKt—Q 6 ch / K—Q sq 10. B—Kt 5 / Kt—B 3 11. Kt×Kt / P×Kt 12. Q×Q ch / B×Q 13. Kt×B+

(*d*) Or 9. KKt—Q 6 / K—Q sq 10. QKt—KKt 5 / Q×Q ch 11. B×Q / B×Kt 12. Kt—B 7 ch / K—K 2 13. Kt×R / B—K 3 14. B—Q 3 / Kt—KB 3 15. B—KKt 5 / QKt—Q 2 16. Kt—Kt 6 ch / P×Kt 17. B×Kt P+

(*e*) If 9. K—Q sq 10. Kt×KtP ch / K—B 2 11. Q×Q / B×Q 12. KKt—R 5+

THE CENTRE GAMBIT

must be accepted, otherwise the second player gets at once an inferior game. Many of the variations may occur in the Scotch Gambit, if White does not immediately recapture the Pawn with Queen on his third move. The retreat of the White Queen to K 3 at the 4th move, generally supposed to be a novelty from its having been brought prominently into notice by W. Paulsen, in 1881, at the Berlin Congress, in reality dates from the time of Stamma in 1745. The Centre Gambit is a safe opening, and should result in an equal game, although in the main variations the first player is exposed for some time to a rather troublesome counter-attack.

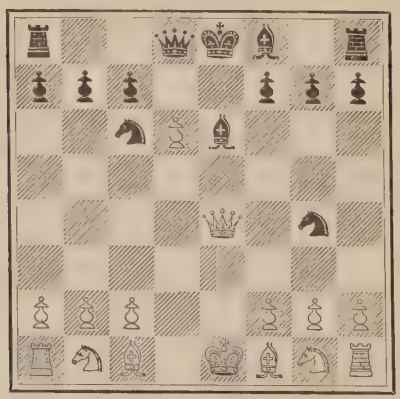
TABLE CXVIII.

1.	2.	3.	4.
P—K 4	P—Q 4	Q×P	Q—K 3
P—K 4	P×P	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5
5. B—Q 2 (*a*)	**5.** B—K 2 (*b*)	**5.**	**5.** P—K 5 ?	**5.**
P—KKt 3	B—K 2	P—Q 3	Kt—Q 4 !	Kt—KKt 5
6. Kt—QB 3	**6.** P—K 5	**6.** B—Q 2	**6.** Q—K 4	**6.** Q—K 4 !
B—Kt 2	Kt—Q 4	B—K 2	Kt—Kt 3+	P—Q 4
7. Castles	**7.** Q—KKt 3—(*c*)	**7.** Kt—QB 3		**7.** P×P*en pass.*ch
P—Q 3	—	Castles		B—K 3
8. Kt—Q 5		**8.** Castles QR—		**8.** B—K 2
B—K 3		B—K 3—		Kt—B 3
9. Kt×Kt				**9.** P×P
B×Kt				Q×P
10. P—KB 4 !—				**10.** Q—R 4
—				B—QB 4
				11. Kt—QB 3—
				Castles KR—

TABLE CXVIII., *Column* 5, and TABLE CXX., *Columns* 1 and 2.
Position after Black's 7th move.

BLACK.



WHITE.

(*a*) Preferred by Salvioli (*Teoria e Pratica*).
(*b*) The best continuation according to the Berlin *Schachzeitung*.
(*c*) White's game for choice; for if 7. P—KKt 3 8. B—KR 6

TABLE CXIX.

1. P—K 4	2. P—Q 4	3. Q×P	4. Q—K 3
P—K 4	P×P	Kt×QB 3	Kt—B 3

1.	2.	3.	4.	5.
5. Kt—QB 3 B—QKt 5				
6. B—Q 2 Castles				
7. Castles QR R—K sq !				
8. P—KB 3 ? (*a*) P—Q 4		**8.** B—QB 4 ! B×Kt		
9. B—K sq (*b*) P—Q 5	**9.** Q—Kt 5 (*c*) P×P	**9.** B×B Kt×P		**9.** R×P
10. Q—B 2 Q—K 2	**10.** Kt×P (*d*) Kt×Kt	**10.** Q—B 4 Kt—Kt 4	**10.** Kt—B 3 ?	**10.** B×Kt R×Q
11. Kt—Kt sq B—QB 4+	**11.** Q×Q Kt×Q	**11.** Kt—B 3 Kt—K 3	**11.** B×Kt Q×B	**11.** B×Q R—K 5
	12. P×Kt B—Q 3 (*e*)	**12.** Q—Kt 3 P—B 3	**12.** Q×P+	**12.** B—Q 5+
	13. B—Q 3 B—K 3	**13.** Kt—R 4 (*g*)		
	14. P—QR 3 P—KB 3			
	15. Kt—B 3 Kt—B 2			
	16. Kt—Q 4 B—K 4+ (*f*)			

(*a*) Not so strong as 8. B—QB 4 recommended by Steinitz and Rosenthal, see col. 3.

(*b*) Tschigorin's continuation.

(*c*) W. Paulsen's move.

(*d*) The Editors of the *Book of the Breslau Tourney* prefer 10. P×P In any case Black has a rather superior game.

(*e*) Black has somewhat the better game, on account of White's isolated pawn.

(*f*) Minewitz *v.* Gunsberg. Continued 17. Kt—B 5 / P—KKt 3 — 18. Kt—K 3 / P—B 3 — 19. QR—KB sq / K—Kt 2

20. P—KKt 4 / QR—Q sq &c. Gunsberg won.

(*g*) Although *minus* a pawn, White has a good attack.

TABLE CXX.

1. P—K 4 / P—K 4	2. P—Q 4 / P×P	3. Q×P / Kt—QB 3	4. Q—K 3 / Kt—B 3

1.	2.	3.	4.	5.
5. P—K 5 ? / Kt—KKt 5				**5.** Kt—QB 3 (*c*) / B—QKt 5
6. Q—K 4 ! / P—Q 4		**6.** Q—K 2 ? / P—Q 3	**6.** / P—Q 4	**6.** B—Q 2 / Castles
7. P×P *en pass.* ch / B—K 3		**7.** P—KR 3 / KKt×KP	**7.** P×P *en pass.* ch / B—K 3	**7.** Castles QR / R—K sq (*d*)
8. P×P ? / Q—Q 8 ch + (*a*)	**8.** B—QR 6 ? / Q×P	**8.** P—KB 4 / Kt—Q 5	**8.** P×P / Q×P +	**8.** P—KB 3 ? / P—Q 4 +
	9. B×P / Q—Kt 5 ch	**9.** Q—K 4 / P—QB 4		See Table CXIX. col. 1.
	10. Q×Q / Kt×Q	**10.** P×Kt / P—Q 4 +		
	11. B×R / Kt×P ch			
	12. K—Q sq / Kt×R + (*b*)			

(*a*) Followed by 9. Kt×P ch + If White, however, play 8. B—QKt 5 in col. 1, then follows 8. Q×P &c.

(*b*) For Black now threatens B×P and Kt×P ch &c.

(*c*) Rosenthal recommends 5. P—KB 4 which is a move well worthy of consideration.

(*d*) If 7. P—Q 3 ? 8. P—B 3 / B—K 3 9. KKt—K 2 / B—QB 4 10. Q—Kt 5 / Kt—K 4 11. Kt—B 4 / P—B 3 12. Kt—Q 3 / P—KR 3 13. Q—Kt 3 / Kt×Kt ch 14. B×Kt + (Mincwitz *v.* Gossip—Breslau Tourney.)

TABLE CXXI.

1. P—K 4 / P—K 4 **2.** P—Q 4 / P×P **3.** Q×P / Kt—QB 3

1.	2.	3.	4.	5.
4. Q—K 3 ! / B—Kt 5 ch			**4.** Q—Q sq ? / Kt—B 3	**4.** Q—R 4 ? / B—B 4
5. P—B 3 / B—R 4			**5.** B—Q 3 / P—Q 4	**5.** Kt—KB 3 / P—Q 3
6. Q—Kt 3 / Q—B 3			**6.** P×P / Q×P	**6.** B—QB 4 / Kt—B 3
7. B—KKt 5 / Q—Kt 3	**7.** B—KB 4 / P—Q 3	**7.** P—KB 4 / P—Q 3	**7.** Kt—KB 3 / B—KKt 5	**7.** Castles / B—Q 2+
8. B—Q 3 / P—KR 3	**8.** Kt—Q 2— / —	**8.** B—Q 3 / B—Kt 3	**8.** QKt—Q 2 / Castles QR	
9. B—KB 4 / Q×Q	or **8.** B—QKt 5— / —	**9.** Kt—B 3 / KKt—K 2	**9.** Castles / B—Kt 5	
10. B×Q — / P×Q 3—		**10.** Kt—R 3— / B—Q 2 —	**10.** B—K 2 / KR—K sq+	

N.B. It is not considered advisable to decline the Centre Gambit. Riemann and Alapin, however, do so thus:

1. P—K 4 / P—K 4 2. P—Q 4 / Kt—QB 3 3. P×P / Kt×P 4. B—K 3 ! but White will now play P—KB 4 with the better game. 4. Kt—KB 3 is rather weak on account of 4. Q—B 3

5. B—K 2 / Kt×Kt 6. B×Kt / B—Kt 5 ch 7. P—B 3 / B—B 4 8. Castles / Kt—K 2 9. QKt—Q 2 / Kt—Kt 3 10. Kt—Kt 3 / B—Kt 3

11. Kt—Q 4 / P—Q 3 12. B—K 2 / Castles 13. K—R sq / Q—K 4 14. P—B 3 / P—KB 4 15. B—B 4 ch / K—R sq 16. P—B 4 / Q—B 3

(Paulsen *v.* Alapin.) The *Book of the Breslau Tourney* continues in favour of White by 17. Kt×P / B×Kt 18. P×B / Q×P 19. B—Q 3 / Q—Q 4 20. Q—B 2 / R—B 3 21. B—K 4 / Q—KR 4 22. P—KKt 3 !

(Paulsen here took the P and lost) 22. QR—KB sq 23. Q—Kt 2 / Kt—K 4 24. B—Q 2+

THE DANISH GAMBIT.

TABLE CXXII.

1. P—K 4	**2.** P—Q 4	**3.** P—QB 3*
P—K 4	P×P	P×P

1.	2.	3	4.	5.
4. B—QB 4				
Kt—KB 3!				
5. Kt×P			**5.** P—K 5	
B—Kt 5			P—Q 4	
6. Kt—K 2		**6.** B×P ch	**6.** Kt×P	**6.** P×Kt
Castles		K×B	P×B	P×B
7. P—K 5	**7.**	**7.** Q—Kt 3 ch	**7.** Q×Q ch	**7.** Q×Q ch
P—Q 4+	Kt—K 5	P—Q 4	K×Q	K×Q
	8. Castles	**8.** Q×B	**8.** P×Kt	**8.** P×KtP (*a*)
	Kt×Kt	Kt×P+	P×P	B×P+
	9. P×Kt		**9.** B—B 4	
	B—B 4		B—KB 4	
	10. Kt—Kt 3		**10.** Castles QR ch	
	Q—R 5+		B—Q 6+	
	or			
	10.			
	P—Q 3+			

* The Danish Gambit is theoretically a lost game for White, and is therefore never adopted in serious contests by masters.

(*a*) If 8. B—Kt 5 9. Kt×P 10. Castles ch
P—KKt 3 B—KB 4 B—Q 6+

TABLE CXXIII.

1. P—K 4 / P—K 4	**2.** P—Q 4 / P×P	**3.** P—QB 3 / P×P	**4.** B—QB 4 / P×P? (*a*)

1.	2.	3.	4.	5.
5. QB×P / Kt—KB 3*				
6. Kt—QB 3 / B—Kt 5	**6.** / Kt—B 3	**6.** P—K 5? / B—Kt 5 ch		
7. Kt—K 2 / Kt×P	**7.** Kt—B 3 / B—Kt 5	**7.** Kt—QB 3 / Q—K 2	**7.** K—B sq / P—Q 4	
8. Castles / Kt×Kt	**8.** Q—B 2 / P—Q 3	**8.** Kt—K 2 / Kt—K 5	**8.** P×Kt / P×B	**8.** Q—R 4 ch / KKt—Q 2
9. Kt×Kt / B×Kt	**9.** Castles QR / B×Kt	**9.** Castles / Kt×Kt	**9.** Q—R 4 ch (*c*) / Kt—B 3	**9.** B×P / Q—K 2
10. B×B / Q—Kt 4	**10.** Q×B ! / B—K 3	**10.** Kt×Kt / B×Kt	**10.** P×P / R—Kt sq	**10.** P—K 6 / P×P
11. R—K sq ch + / (*b*)	**11.** KR—K sq +	**11.** B×B / Castles +	**11.** Kt—QB 3 / B×Kt +	**11.** Kt—QB 3 / Castles
				12. R—K sq / Kt—Kt 3
				13. Q—B 2 / Kt×B +

(*a*) The capture of the third pawn is unadvisable.

* Steinitz says 5. Kt—QB 3 is best.

(*b*) Col. 1 (Lindehn and Maczuski). Black's game is hopeless.

(*c*) The "book" move; but 9. Q×Q ch / K×Q 10. P×P appears to offer better chances for White.

N.B. If, in col. 2. 8. Castles KR / B×Kt 9. B×B / Castles 10. P—K 5 / Kt—K 5 11. B—Kt 2 / P—Q 3 ×

THE KING'S BISHOP'S OPENING.

The classical *début* of Philidor is now seldom played, for the reason that it does not afford such promising chances of attack as the King's Knight's and other openings. Still, it is a perfectly sound and safe way of opening, and many of its variations occur in the Giuoco Piano and Vienna Game by transpositions of moves.

TABLE CXXIV.—(Lopez Gambit.)

1. P—K 4	P—K 4	**2.** B—B 4
		B—B 4

1.	2.	3.	4.	5.
3. Q—K 2		**3.**		**3.**
Kt—QB 3 (*a*)		Kt—KB 3		P—Q 3
4. P—QB 3 (*b*)		**4.** P—Q 3	**4.** P—KB 4	**4.** P—KB 4
Kt—B 3		Kt—B 3	P—Q 4	Kt—KB 3 !
5. P—B 4 ?	**5.** Kt—KB 3 !	**5.** P—QB 3	**5.** B×P	**5.** P—Q 3
B×Kt	P—Q 3	Castles	Kt×B	Kt—Kt 5
6. R×B	**6.** Castles	**6.** B—KKt 5—	**6.** P×Kt	**6.** Kt—KB 3
Castles	Castles	P—KR 3—	Castles	B—B 7 ch
7. P—Q 3	**7.** P—Q 3		**7.** P×P	**7.** K—Q sq
P—Q 4	B—KKt 5		Q×P	B—QB 4
8. B×P	**8.** B—KKt 5—		**8.** Kt—QB 3	**8.** R—B sq—
Kt×B	—		Q—Q sq	Kt—QB 3—
9. P×Kt			**9.** Kt—B 3—	
P×P			B—KKt 5—	
10. B×P				
R—K sq				
11. B—K 3				
Kt—K 4				
12. P—KR 3				
B—KB 4				
13. P—Q 4				
B—Q 6 wins				

(*a*) Or 3. Q—K 2 4. P—KB 4 Kt—KB 3 5. Kt—KB 3 P—Q 3 6. Kt—QB 3 P—QB 3 7. P—Q 3— B—KKt 5—

(*b*) If 4. B×P ch K×B 5. Q—B 4 ch P—Q 4 6. Q×B P×KP 7. Q—B 4 ch B—K 3 8. Q×P Kt—KB 3+ If, in this variation 6. P×P B×P ch 7. K×B Kt—R 4+

TABLE CXXV.—(Berlin Defence.)

1. P—K 4 P—K 4 **2.** B—B 4 Kt—KB 3

1.	2.	3.	4.	5.
3. P—Q 3 B—B 4				**3.** P—Q 4 P×P ! (*c*)
4. Kt—QB 3 P—Q 3			**4.** P—KB 4 P—Q 4	**4.** P—K 5 (*d*) P—Q 4
5. Kt—R 4 QKt—Q 2	**5.** B—Kt 5 ch		**5.** B×P (*b*) Kt×B	**5.** B—Kt 3 Kt—K 5
6. Kt—K 2 P—B 3	**6.** P—QB 3 B—R 4		**6.** P×Kt Q×P	**6.** Kt—K 2 B—QB 4
7. Castles B—Kt 5	**7.** P—QKt 4 B—Kt 3		**7.** Kt—KB 3 P×P	**7.** P—KB 3 Kt—Kt 4
8. QKt—B 3 Castles	**8.** Kt×B RP×Kt		**8.** B×P— Castles or	**8.** Kt×P— Kt—K 3—
9. P—KR 3 Kt—Kt 3	**9.** P—B 4 Kt—B 3		**8.** — B—Kt 3—	
10. B—Kt 3— B×Kt—(*a*)	**10.** Kt—B 3 Castles			
	11. Castles P×P !	**11.** B—Kt 5 ?		
	12. B×P— P—KR 3—	**12.** P—KR 3 B×Kt		
		13. Q×B P×P		
		14. B×P Kt—K 4		
		15. B×Kt+		

(*a*) If 10. P—Q4 11. P×P QKt×P 12. B—KKt5 B—K2 13. Kt×Kt P×Kt 14. Kt—B3 B—K3 15. Q—K2 Q—Q3 16. QR—K sq+

Col. 2. Black will now play 13. B—K3 and equalise.

Col. 3 continued. 15. P×B 16. Q—Q3 17. R—B5 QR—K sq 18. QR—KB sq K—R sq 19. K—R sq R—K2 20. Q—R4+ (Alapin *v.* Metger).

(*b*) If 5. P×QP Kt—Kt5 If 5. P×KP Kt×P &c.

(*c*) 3. Kt×P? 4. P×P B—B4 5. B×P ch K—B sq 6. B—Q5! Kt—Kt4 7. P—KR4+

(*d*) If 4. Q×P we have the centre Gambit.

TABLE CXXVI.—(Berlin Defence.)

1. P—K 4 — P—K 4 **2.** B—B 4 — Kt—KB 3

1.	2.	3.	4.	5.
3. P—B 4 — P—Q 4		**3.** Kt×P		**3.** P×P
4. P×QP — P×BP (*a*)	**4.** BP×P — Kt×P	**4.** P—Q 3 — Q—R 5 ch		See the Bishop's Gambit (Prussian Defence).
5. P—Q 4 — B—KKt 5	**5.** Q—B 3 — Q—R 5 ch (*b*)	**5.** P—KKt 3 — Kt×KtP		
6. Kt—KB 3 — Kt×P —	**6.** P—KKt 3 — Kt×KtP	**6.** Kt—KB 3 — Q—R 4		
	7. P×Kt — Q×B	**7.** R—Kt sq — P—Q 4 !	**7.** Kt—B 4 ?	
	8. Kt—B 3 — B—K 3	**8.** B×P — P×P	**8.** R—Kt 5 — Q—R 6	
	9. P—Q 3 — Q—B 3	**9.** Kt—B 3 ! (*c*)	**9.** B×P ch — K×B	
	10. B—Kt 5 — P—Q 5 +		**10.** R—R 5 — Q—Kt 7	
			11. R×Kt ch — K—K sq	
			12. R—Kt 5 +	

(*a*) The same position occurs in the Bishop's Gambit by a transposition of moves. *See* the Bishop's Gambit.

(*b*) Ranken suggests 5. Kt—QB 3 and also, in col. 2, 10. KKt—K 2 as best for White, in preference to B—Kt 5

(*c*) Suggested by Wayte, who thinks Black's advantage doubtful. We prefer the White.

N.B. If, in col. 1, 3. Q—K 2 — Kt—B 3 ! 4. P—QB 3 — B—B 4 5. P—B 4 (if 5. B×P ch — K×B 6. Q—B 4 ch — P—Q 4 7. Q×B — Kt×P +) 5. P—Q 3 — B—KKt 5 6. Kt—B 3 — Kt×P 7. P×P — QKt×P 8. P—Q 4 — Kt×B 9. Q×Kt — B—Kt 3 ! &c. (*See* also Table CXXVII., col. 4, p. 143.) This variation transposes into a Lopez Gambit.

TABLE CXXVII.—(Berlin Defence.)

1. P—K 4 P—K 4 **2.** B—B 4 Kt—KB 3

1.	2.	3.	4.	5.
3. Kt—QB 3 B—B 4	**3.** Kt×P		**3.** Q—K 2 Kt—QB 3	
4. P—Q 3 Kt—B 3	**4.** Kt×Kt P—Q 4	**4.** B×P ch? K×B	**4.** P—QB 3 B—B 4	
5. B—KKt 5 P—Q 3	**5.** B×P (*a*) Q×B	**5.** Kt×Kt P—Q 4	**5.** P—B 4? B×Kt	**5.** Kt—B 3 Castles
6. Kt—Q 5 — —	**6.** Kt—QB 3 (*b*) Q—R 4 (*c*)	**6.** Q—B 3 ch K—Kt sq	**6.** R×B Castles !	**6.** P—Q 3 P—Q 4
	7. Kt—KB 3 — — or	**7.** Kt—Kt 5 Q—Q2 +	**7.** P—Q 3 P—Q 4	**7.** B—Kt 3 — —
	7. P—Q 4 — —		**8.** B×P Kt×B	
			9. P×Kt P×P	
			10. B×P R—K sq	
			11. B—K 3 Kt—K 4	
			12. P—KR 3 B—B 4	
			13. P—Q 4 B—Q 6+	

(*a*) If 5. B—Q 3 P×Kt 6. B×P P—KB 4+

(*b*) Or 6. Q—B 3 B—K 3 7. Kt—Kt 5 &c.

(*c*) Or 6. — Q—Q sq

TABLE CXXVIII.

1. P—K 4 P—K 4 **2.** B—B 4

1.	2.	3.	4.	5.
2. Kt—KB 3			**2.** Kt—QB 3	
3. Kt—KB 3 Kt×P (*a*)		**3.** Kt—QB 3	**3.** P—KB 4 Kt—B 3	
4. Q—K 2 (*b*) P—Q 4		**4.** Kt—Kt 5 P—Q 4	**4.** Q—K 2 B—K 2 (*e*)	**4.** Kt—Q 5 ?
5. B—Kt 3 ? (*c*) Kt—QB 3	**5.** Kt×P ! B—QB 4	See the Two Knights' Defence. Tables XCIX., C., CI., CII., CIII., CIV., CV., and CVI.	**5.** Kt—KB 3 P—Q 3	**5.** Q—Q 3 +
6. P—Q 3 Kt—B 4	**6.** P—Q 3 ! P×B ! (*d*)		**6.** P—Q 3 Castles	
7. Kt×P Kt—Q 5	**7.** P×Kt— B—K 3—		**7.** B—Kt 3 B—Kt 5	
8. Q—K 3 Kt (B 4) × B			**8.** P—B 5 — Kt—Q 5—	
9. Castles Kt×P				
10. Q—K 2 Kt(Kt6)—Q5+				

(*a*) If 3. Kt—QB 3 we have the Two Knights' Defence, to which refer.

(*b*) 4. Kt—B 3 transposes into a variation of Petroff's Defence, already analysed in Tables XIV., XV., XVI., and XVII.

(*c*) Again, 5. Kt×P brings about a position in Petroff's Defence.

(*d*) If 6. B×P ch 7. K—Q sq B—Kt 3 8. Kt×BP B—KKt 5 9. Kt×Q B×Q ch 10. K×B Kt—B 7 11. R—B sq P×B
12. Kt—K 6 P×P ch 13. P×P K—K 2 14. Kt×KtP

(*e*) 4. B—B 4 transposes into an ordinary Lopez Gambit.

N.B If, in col. 2, White play 8. Kt×QBP then follows 8. Kt—B 3 9. P—B 3 ! Q—K 2 &c.

THE KING'S KNIGHT'S GAMBIT;

OR

GRECO-PHILIDOR GAMBIT.

First mentioned by the early Italian writers of the sixteenth century and Bishop Ruy Lopez, leads to the more brilliant Muzio, Algaier, and Kieseritzki Gambits—its offshoots. Most modern authorities, including the *Handbuch*, confirm the verdict of the Academy of Chess at Naples, which declared itself in favour of the defence more than two and a half centuries ago. Philidor was of opinion that the most correct defence might draw but could not win, whilst Lolli maintained the contrary. As Freeborough and Ranken rightly observe, "the progress of analysis has been more satisfactory for the defence than the attack." We see, therefore, no reason to modify the opinion we expressed sixteen years ago, that the King's Knight's Gambit is not so strong as the King's Bishop's Gambit, notwithstanding the adverse opinion of the *Athenæum*, whose Chess Reviewer at that time was neither a master nor a theorist, and displayed profound ignorance of his subject. Lewis also rightly condemned this Gambit.

TABLE CXXIX.

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	B—B 4	Castles
P—K 4	P×P	P—KKt 4	B—Kt 2	P—Q 3

6.	7.
P—Q 4	P—QB 3
P—KR 3	

	1.	2.	3.	4.	5.
7.	Q—K 2 ! (*a*)				
8.	P—K 5	P—KKt 3	Kt—R 3		Q—Kt 3 (*c*)
	P×P	P—Kt 5	P—R 3 (*b*)		Kt—Q 2
9.	Kt×P	QB×P	Kt—B 2		P—KR 4
	B×Kt	P×Kt	B—K 3		Kt—Kt 3
10.	R—K sq	Q×P	B—Q 3		P×P
	B—K 3	Kt—QB 3	Kt—KB 3		P×P
11.	B×B !	Kt—Q 2	P—QKt 3		Kt—R 3
	P×B	B—Q 2	QKt—Q 2		P—QB 3+
12.	R×B	QR—K sq	B—R 3	P—KR 3	
	Kt—QB 3	Castles	P—B 4	Kt—Kt 3	
13.	R—K sq	P—K 5	P—R 3	P—B 4	
	Castles	P×P	Kt—R 4	Kt—R 4	
14.	Q—Kt 4	P×P	P—Q 5	R—K sq	
	R—K sq	P—KR 4+	B×RP	Kt—Kt 6	
15.	P—QKt 3		P×B	P—QR 4	
	Kt—KB 3+		Kt—Kt 6	Castles+	
16.			R—B 2		
			B×P		
17.			R—Kt sq		
			P—KR 4+		

(*a*) The best defence, according to the *Handbuch*. Mr. Bird, in his book, says the game is here considered even—an amusing example of theoretical ignorance, as all the authorities concur in thinking Black has a won game.

(*b*) If 8. Kt—QB 3 9. Q—R 4 B—Q 2 10. Kt—Kt 5 &c.

(*c*) Freeborough and Ranken give also 8. P—KR 4 which they conduct to a draw on the 15th move. We prefer the Black.

TABLE CXXX.

1. P—K 4 / P—K 4	**2.** P—KB 4 / P×P	**3.** Kt—KB 3 / P—KKt 4	**4.** B—B 4 / B—Kt 2

5. Castles / P—Q 3	**6.** P—Q 4 / P—KR 3	**7.** P—QB 3

1.	2.	3.	4.	5.
7. Kt—K 2. (*a*)			**7.** Kt—Q 2*	
8. P—KKt 3 / P—Kt 5 !			**8.** P—KKt 3 / Kt—QKt 3	**8.** P—Kt 5
9. QB×P / P×Kt	**9.** Kt—R 4 / P—B 6		**9.** B—Kt 3 / P—Kt 5	**9.** QB×P / P×Kt
10. Q×P / Castles	**10.** Kt×P ! / P×Kt	**10.** P—KR 3 / P—KR 4	**10.** Kt—R 4 / Kt—K 2+	**10.** Q×P / Q—K 2+
				or
11. Kt—Q 2 / B—K 3	**11.** Q×P / Castles	**11.** Kt×P / P×Kt		**10.** Kt—Kt 3+
12. P—Q 5 / B—Q 2	**12.** B×P ch / K—R sq !	**12.** Q×P / B×RP ! (*b*)		
13. Q—R 5+	**13.** Q—R 5 / Kt—Kt sq	**13.** Q×P ch / K—Q 2		
	14. P—K 5 / P×P	**14.** R—B 2 / Q—KB sq+		
	15. P×P – / Q—K 2 –			

(*a*) A bad move, recommended by Bird.

(*b*) This move is erroneously ascribed by Freeborough and Ranken to Mr. Wayte. As a matter of fact, it was first brought into notice in the Paris Tourney of 1867, by Kolish against Steinitz, as stated on page 199 of the first edition of the present work.

* A move rightly advocated by Jaenisch.

TABLE CXXXI.

1.	2.	3.	4.
P—K 4	P—KB 4	Kt—KB 3	B—B 4
P—K 4	P×P	P—KKt 4	B—Kt 2

5.	6.	7.
Castles	P—Q 4	P—QB 3
P—Q 3	P—KR 3	

1.	2.	3.	4.	5.
7.	**7.**	**7.**		
B—K 3	Kt—QB 3	P—QB 3 ?		
8. B×B	**8.** Q—Kt 3	**8.** P—KKt 3		
P×B	Q—K 2	P—Kt 5		
9. Q—Kt 3	**9.** Kt—QR 3	**9.** QB×P		
Q—B sq	Kt—B 3	P×Kt		
10. P—KR 4	**10.** B—Q 3—	**10.** Q×P		
P—Kt 5	—(*a*)	Q—B 3		
11. Kt—R 2—		**11.** Q—R 5	**11.** Kt—Q 2 or P—K 5+	
P—Kt 6—		Q—Kt 3		
		12. Q×Q		
		P×Q		
		13. B×QP		
		Kt—KB 3		
		14. Kt—Q 2+		

(*a*) 10. Kt—KR 4 given by Freeborough and Ranken, is justly censured by the *Schachzeitung*, as yielding White the advantage.

TABLE CXXXII.

1. P—K 4	2. P—KB 4	3. Kt—KB 3	4. B—B 4	5. P—KR 4	6. P—Q 4
P—K 4	P×P	P—KKt 4	B—Kt 2	P—KR 3*	P—Q 3

1.	2.	3.	4.	5.
7. Q—Q 3			**7.** P×P	
Kt—QB 3!			P×P	
8. P×P			**8.** R×R	
P×P			B×R	
9. R×R			**9.** Q—Q 3	
B×R			Kt—KR 3	
10. P—K 5	**10.**	**10.**	**10.** P—KKt 3	
K—B sq!	B—Kt 2 (*b*)	P—Q 4? (*c*)	Q—K 2!	
11. Q—R 7	**11.** Kt—B 3	**11.** Q—R 7	**11.** Kt—B 3	
B—Kt 2	Kt—R 3	K—B sq	P—QB 3	
12. Q—R 5	**12.** P×P	**12.** B—Kt 5	**12.** P×P	**12.**
Kt—R 3	P×P	B—Kt 2	P×P	P—Kt 5
13. Kt×P (*a*)	**13.** Kt—Q 5	**13.** B×Kt	**13.** Kt—KKt 5	**13.** Kt—KKt 5
B—KKt 5+	K—B sq	P×B	Kt—Q 2	P—B 3+
	14. Kt×KtP	**14.** P—QKt 3	**14.** P—K 5	
	Q×Kt	P—Kt 5	Kt—B 3+	
	15. B×P	**15.** B—R 3 ch		
	Q—R 5 ch	Kt—K 2		
	16. P—Kt 3	**16.** Kt—R 4		
	Q—R 8 ch	B—K 3		
	17. K—Q 2	**17.** Kt—QB 3+		
	Q—Kt 7 ch+			

* If 5. P—Kt 5 6. Kt—Kt 5 &c.

(*a*) Bird gives the absurd move 13. P—QB 3 and by 13. P—Q 4 wrongly concludes in favour of Black.

(*b*) A continuation that may be safely adopted.

(*c*) A move erroneously advocated by Wormald, who in his *Chess Openings*, p. 171, observes that 10. P—Q 4 or 10. B—Q 2 should both result in Black's favour, whereas either move loses Black the game; for if 10. B—Q 2 11. Q—R 7 winning a piece. This is a sample of the accuracy, profundity, simplicity, &c. so praised in the works of Wormald and other authors by the sapient reviewer of the *Athenæum*, who never himself rose even to second-rate rank as a player.

TABLE CXXXIII.

1.	2.	3.	4.
P—K 4	P—KB 4	Kt—KB 3	B—B 4
P—K 4	P×P	P—KKt 4	B—Kt 2
	5. P—KR 4	6. P—Q 4	
	P—KR 3	P—Q 3	

1.	2.	3.	4.	5.
7. Kt—QB 3			7. P—B 3	
P—QB 3! (*a*)			P—Kt 5 (*c*)	
8. P×P			8. Kt—Kt sq	8. QB×P
P×P			Q—K 2	P×Kt
9. R×R			9. Q—K 2	9. Q×P
B×R			Kt—KB 3	B—K 3
10. K—B 2	10. P—KKt 3	10. Kt—K 5	10. P—K 5	10. Kt—Q 2
P—Kt 5	P—Kt 5	P×Kt	P×P	Kt—K 2
11. Q—R sq	11. QB×P	11. Q—R 5	11. P×P	11. P—R 5
B—Kt 2	P×Kt	Q—B 3	Kt—R 4+	B×B
12. Q—R 5	12. Q×P	12. P×P		12. Kt×B
P—Q 4	Q—K 2+	Q—Kt 2		P—Kt 4+
13. Kt—K 5!		13. P—K 6		
Q—K 2		B×P		
14. P×P		14. B×B		
Kt—B 3		Kt—B 3		
15. Q—Kt 5		15. B×P ch		
P×QP		K—K 2		
16. B—Kt 5 ch		16. Q—Kt 6		
K—B sq+		Q×B+ (*b*)		

(*a*) Bird, in his superficial analysis of this opening, gives the very inferior move 7. P—KKt 5

(*b*) Col. 3 from Freeborough and Ranken.

(*c*) Freeborough and Ranken point out that either 7. P—B 3 or 7. Q—K 2 may be also played here.

TABLE CXXXIV.—(Irregular Defences.)

1. P—K 4 / P—K 4 **2.** P—KB 4 / P×P **3.** Kt—KB 3

1.	2.	3.	4.	5.
3. P—Q 4 (*a*)	**3.** P—KB 4	**3.** Kt—KB 3	**3.** Kt—K 2	**3.** Kt—QB 3
4. P×P / B—Q 3 (*b*)	**4.** P×P / P—Q 4	**4.** P—K 5 / Kt—R 4	**4.** P—Q 4 / Kt—Kt 3	**4.** B—B 4 (*c*) / P—KKt 4
5. P—Q 4 / P—KKt 4	**5.** P—Q 4 / B×P	**5.** B—K 2 / P—KKt 4	**5.** B—B 4 / P—Q 3	**5.** P—KR 4 / P—Kt 5
6. P—B 4 / P—Kt 3	**6.** B×P — / Kt—KB 3 —	**6.** Kt×P / Q×Kt	**6.** Castles— / B—K 3 —	**6.** Kt—Kt 5 / Kt—K 4
7. B—Q 3— —		**7.** B×Kt / Q×Kt P		**7.** B—Kt 3 / P—KR 3
		8. Q—B 3 / Q×Q		**8.** P—Q 4 / P×Kt
		9. B×Q— —		**9.** P×Kt / B—Kt 2+

(*a*) If 3. P—Q 3 4. B—B 4 / P—KR 3 (if 4. B—K 3 5. B×B / P×B 6. P—Q 4+) 5. P—KR 4 / B—K 2 6. P—Q 4 or—QB 3 &c.

(*b*) As pointed out by Freeborough and Ranken, 4. P—KKt 4 5. P—KR 4 / P—Kt 5 6. Kt—Kt 5 transposes into a variation of the *Algaier* Gambit unfavourable to White. 4. Q×P 5. Kt—B 3 leads to the King's Gambit Declined.

(*c*) If 4. Kt—B 3 we have a variation of the Vienna game.

THE CUNNINGHAM GAMBIT.

TABLE CXXXV.

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	B—B 4	K—B sq
P—K 4	P×P	B—K 2	B—R 5 ch	

	1.	2.	3.	4.	5.
5.					B—B 3
	P—Q 4 !		P—Q 3 ?		
6.	B×P		P—Q 4		P—K 5
	Kt—KB 3		B—Kt 5 *		B—K 2
7.	Kt—B 3		QB×P		P—Q 4
	Kt×B ! (*a*)		Q—B 3		P—Q 4
8.	Kt×Kt		B—K 3	**8.**	B—K 2
	Castles (*b*)		Kt—K 2	Kt—B 3	P—QB 4
9.	Kt×B !	**9.** P—Q 3	**9.** QKt—Q 2	**9.** Kt—QB 3	**9.** P—QB 3—
	Q×KKt+	B—Kt 5	P—KR 3	KKt—K 2	Q—Kt 3—
		10. B×P	**10.** P—KR 3	**10.** B—K 2	
		P—KB 4	B×Kt	B×Kt	
		11. Q—K 2	**11.** Kt×B	**11.** P×B !	
		P×P	Kt—Q 2	Castles QR	
		12. P×P	**12.** K—Kt sq	**12.** R—KKt sq	
		Kt—B 3	B—Kt 6	P—Q 4	
		13. R—Q sq	**13.** Q—Q 2+	**13.** P—K 5	
		Q—K sq+		Q—K 3	
				14. K—Kt 2	
				Kt—B 4	
				15. Q—Q 2+ (*c*)	

(*a*) If 7. Castles 8. P—Q 4 ! P—B 3 (if 8. Kt×B 9. P×Kt B—Kt 4 10. P—KR 4 B—R 3 11. Q—Q 3 P—KB 4 12. Q—B 4 K—R sq 13. Kt—K 2 &c.) 9. B—Kt 3 B—Kt 5 10. QB×P Kt—R 4 11. Q—Q 2+.

But if 7. Castles 8. P—Q 3 ? P—B 3 ! 9. B—Kt 3 Kt—R 4 ! or B—KKt 5 &c.

(*b*) Or 8. P—KB 4 9. P—Q 3 P×P 10. P×P Castles+

(*c*) Continued 15. P—KB 3 16. P—KB 4 P—KR 4 17. B—B 3 P—KKt 4 18. P×Kt P P×Kt P 19. K—R sq P—Kt 5 20. B—Kt 2 B—K 2 21. Kt—K 2 P—R 5 22. Kt—KB 4 Kt—Kt 6 ch 23. P×Kt P×P dis ch 24. B—R 3 Q—R 3 (if 24. R×B ch 25. Kt×R R—R sq 26. R×P &c.) 25. R×P+

* If 6. Q—B 3 7. P—K 5 P×P 8. P×P Q—K 2 9. QB×P B—KKt 5 10. Kt—QB 3+

TABLE CXXXVI.

1. P—K 4 / P—K 4 **2.** P—KB 4 / P×P **3.** Kt—KB 3 / B—K 2 **4.** B—B 4 / B—R 5 ch

5. P—KKt 3 / P×P **6.** Castles / P×P ch **7.** K—R sq

1.	2.	3.	4.	5.
7. P—Q 4 ! (*a*)			**7.** P—Q 3	
8. B×P / Kt—KB 3		**8.** P×P / B—B 3 !	**8.** B×P ch / K×B	
9. B×P ch / K×B	**9.** B—QKt 3 / Kt×KP	**9.** Kt—K 5 / B×Kt	**9.** Kt—K 5 ch ! / K—K 2 !	**9.** K—K sq
10. Kt×B / R—B sq ! (*b*)	**10.** Q—K 2 / Q—K 2	**10.** R—K sq / Kt—K 2	**10.** Q—R 5 / P×Kt	**10.** Q—R 5 ch ! / P—Kt 3
11. P—Q 3 (*c*) / K—Kt sq	**11.** B×P ch / K—B sq	**11.** R×B / Castles +	**11.** Q×P ch / K—Q 2	**11.** Kt×P / P×Kt
12. B—Kt 5 / P—KR 3 + (*d*)	**12.** Q×P / Kt—Kt 6 ch		**12.** Q—Q 5 ch / K—K 2	**12.** Q×P ch (*e*) / K—Q 2
	13. K—Kt 2 / Kt×R		**13.** Q—B 7 ch / K—Q 3 +	**13.** Q—B 5 ch / K—B 3
	14. Q×B / Q×Q			**14.** Q—Q 5 ch—
	15. Kt×Q / K×B +			

(*a*) We agree with the *Handbuch* in considering this to be Black's best move.

(*b*) If 10. R—K sq ? 11. P—Q 3 B—R 6 12. Q—R 5 ch K—Kt sq 13. R×Kt P×R 14. Kt—QB 3 R—K 4 15. Q—B 3 Q—Q 2 16. B—KB 4 +

(*c*) If 11. P—K 5 Q—Q 4 ch 12. Kt—KB 3 Kt—R 4 13. P—B 4 ; Q—B 3 + ; or if 11. P—Q 4 K—Kt sq 12. Kt—QB 3 ! B—KKt 5 + If 12. B—Kt 5 Kt×P 13. B×Q R×R ch 14. Q×R Kt—Kt 6 ch 15. K×P Kt×Q ch 16. K—Kt sq Kt—K 6 + wins

(*d*) Or 12. Q—Q 3 + or 12. Kt—QB 3 +

(*e*) If 12. Q×R 12. B—K 3 &c.

TABLE CXXXVII.

1. P—K 4	2. P—KB 4	3. Kt—KB 3	4. B—B 4
P—K 4	P×P	B—K 2	B—R 5 ch

5. P—KKt 3	6. Castles	7. K—R sq
P×P	P×P ch	

1.	2.	3.	4.	5.
7. B—B 3	**7.** B—K 2		**7.** Kt—KR 3	
8. Kt—K 5	**8.** B×P ch	**8.**	**8.** P—Q 4	**8.**
P—Q 4 ! (*a*)	K—B sq	K×B	P—Q 4	Castles
9. B×P	**9.** Kt—K 5	**9.** Kt—K 5 ch	**9.** B×Kt !	**9.** B×Kt+
B×Kt (*b*)	Kt—KB 3	K—K sq ! (*d*)	P×KB	
10. Q—R 5 (*c*)	**10.** B—Kt 3	**10.** Q—R 5 ch	**10.** Kt—K 5 !	
Q—Q 3+	Q—K sq	P—Kt 3	P×B	
	11. Kt—B 7	**11.** Kt×P	**11.** Kt×BP	
	R—Kt sq	Kt—KB 3	Q—K 2	
	12. P—K 5+	**12.** R×Kt	**12.** Kt×R	
		B×R	Q×P ch	
		13. Kt×K 5 dis ch+	**13.** K×P	
			B—KKt 5	
			14. Kt—QB 3+	

(*a*) If 8. B×Kt 9. Q—R 5 Q—K 2 10. R×P Q—B 4 11. R—B 8 ch K—K 2 12. P—Q 4 Q×P ! 13. B—Kt 5 ch K—Q 3 14. Kt—Q 2 Kt—KB 3 15. B×Kt ! R×R 16. P—B 3 Q—B 4 17. Kt—Kt 3 wins. (If 16. P—KKt 3 17. Q—K 2 &c.)

(*b*) If 9. B—K 3 ? 10. B×B P×B 11. Q—R 5 ch ! P—Kt 3 12. Q—B 3 Kt—Q 2 ! (if 12. Kt—QB 3 13. Kt×Kt P×Kt 14. P—K 5 wins) 13. P—Q 4 Q—K 2 14. Kt×Kt Q×Kt 15. P—K 5 B—Kt 2 16. Q×KtP—Q—Q 4 ch—

(*c*) If 10. B×P ch K—K 2 &c.

(*d*) If 9. K—K 3 ? 10. Q—Kt 4 ch K—Q 3 11. Kt—B 7 &c.

THE SALVIO GAMBIT.

This opening, first noticed by Salvio in 1634, takes its name from that writer, who, however, did not himself discover the variation, as he admits having adopted it from a Portuguese treatise. Van der Linde conjectures, from the MS. of Polerio, that the move of 6. Kt—KB 3 which constitutes the Salvio defence, was the invention of the celebrated Portuguese player, Santa Maria, whose works unfortunately have not come down to us. At the time the first edition of the present work was published, it was generally considered that the Salvio attack, commencing with 5. Kt—K 5 was the only correct procedure for the first player. But the able analyses of Herr Csank, of Vienna, tend to show the new defence of 6. Kt—QB 3 to be so strong and to offer so many chances, that a win for Black is the rule and a draw the exception; and the Salvio, being thus reduced to the defence in a difficult position, must be termed problematical and of inferior value.

TABLE CXXXVIII.—(Vienna Defence.)

1.	2.	3.	4.
P—K 4	P—KB 4	Kt—KB 3	B—B 4
P—K 4	P×P	P—KKt 4	P—Kt 5

5.	6.
Kt—K 5	K—B sq
Q—R 5 ch	Kt—QB 3

1.	2.	3.	4.	5.
7. B×P ch! *				
K—K 2				
8. Kt×Kt ch				
QP×Kt				
9. B—Kt 3			**9.** B×Kt	
Kt—B 3 (*a*)			R×B	
10. P—Q 3!		**10.** P—Q 4 ?	**10.** Q—K sq	**10.**
Kt—R 4		Kt×P	P—Kt 6!	Q—R 4 ?
11. Q—K sq	**11.**	**11.** Q—K 2	**11.** P—Q 3	**11.** P—Q 4
P—Kt 6!+(*b*)	Kt—Kt 6 ch?	B—B 4	P—B 6	P—B 6
	12. K—Kt sq	**12.** Kt—B 3 or Q2	**12.** P—KR 3!	**12.** Q—Kt 3+
	K—Q sq	P—B 6 wins	B—Kt 5	
	13. P—B 3+		**13.** Q—K 3	
			P—B 7	
			14. Kt—B 3—	

* 7. Kt×BP is shown by Herr A. Csank, of Vienna, to be even more disadvantageous for White. If 7. Q×P, *see* Table CXL., col. 4.

(*a*) Or 9. P—B 6

(*b*) If now 12. P—KR 3 or Kt—Q 2 / B—Kt 5 followed by B—Kt 2 and R—KB sq &c. 11. Q—Kt 4 is also a resource for Black.

TABLE CXXXIX.

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	B—B 4	Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	Q—R 5 ch
		6. K—B sq		
		Kt—KR 3		

	1.	2.	3.	4.	5.
7.	P—Q 4				
	P—Q 3			P—B 6	
8.	Kt—Q 3			B—KB 4 !	Kt—QB 3 ?
	P—B 6			P×P ch *	P—Q 3
9.	P—KKt 3			K×P	Kt—Q 3
	Q—K 2 ! (*a*)			P—Q 3	P×P ch
10.	Kt—B 2	Kt—QB 3	K—B 2	Kt—Q 3	K×P
	B—K 3	B—K 3	B—K 3	B—Kt 2	B—Kt 2
11.	Kt—QR 3	P—Q 5	B×B—	Kt—B 2—	Kt—B 4
	B×B ch	B—B sq	P×B—	—	Kt—B 3
12.	Kt×B	B—KB 4—			B—K 3
	Q—K 3	—			Castles
13.	P—Q 5				Q—Q 2
	Q—Kt 3				K—R sq +
14.	P—KR 3				
	Kt—Q 2				
15.	B×Kt				
	B×B				
16.	RP×P				
	P—Kt 4				
17.	Kt—QR 3—				
	Kt—K 4—				

(*a*) If 9. Q—R 6 ch 10. K—B 2 Q—Kt 7 ch 11. K—K 3 B—K 2 12. Kt—KB 4 B—Kt 4 13. B—B sq Q×R 14. B—Kt 5 ch P—B 3 15. B×P ch Kt×B 16. Q×Q+ Although the *Handbuch* declares the game equal, White has the advantage, having a Queen for Rook and Bishop.

* Or 8. P—Q 3 9. Kt—Q 3 P×P ch 10. K×P Kt—B 3 11. B—KKt 3 Q—K 2 12. Kt—B 2 B—Kt 2 13. P—B 3— B—Q 2—

N.B.—At move 8, cols. 4 and 5 either 8. Q—K sq or P—KKt 3 are bad, *e.g.* 8. Q—K sq Q×Q ch 9. K×Q P×P 10. R—Kt sq P—Q 3 11. Kt—Q 3 Kt—Kt sq 12. R×P P—KR 4+ ; or 8. P—Kt 3 Q—R 6 ch 9. K—B 2 Q—Kt 7 ch 10. K—K 3 P—KB 4 ! &c.

TABLE CXL.—"Salvio (Cochrane) Gambit."

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	B—B 4	Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	Q—R 5 ch
		6. K—B sq		

	1.	2.	3.	4.	5
6.	P—B 6			Kt—QB 3	Kt—KB 3?
7.	P—Q 4	Kt×BP	B×P ch	Q×P?	Kt—QB 3
	P×P ch (*a*)	Kt—KB 3	K—K 2	Q×Q	Kt—B 3
8.	K×P	Kt×R	P×P	Kt×Q	P—Q 4
	Q—R 6 ch	Kt×P	P—Q 3	P—Q 4	Kt×Kt
9.	K—Kt sq	Q—K sq	B×Kt	B—K 2	P×Kt
	Kt—KR 3	P×P ch	R×B	or	Kt—R 4
10.	Q—Q 3	K×P	Kt×P	P×P	Q—Q 5
	Q×Q	Q—R 6 ch	B×Kt	Kt—Q 5+	Kt—Kt 6 ch
11.	P×Q	K—Kt sq	P×B		K—Kt sq
	P—Q 3	B—B 4 ch+	R×P		Kt×R
12.	B×Kt		P—Q 3		Q×BP ch
	B×B		Q—R 6 ch		K—Q sq
13.	Kt×BP		K—K sq		B×P
	B—K 6 ch		R—Kt 7+		B—B 4 ch
14.	K—Kt 2				K×Kt
	R—B sq				R—B sq
15.	R—B sq				B—KKt 3
	B×QP+				Q—R 3
16.					Q—Q 5+

(*a*) 7. Kt—KB 3 8. Kt—QB 3 9. Kt—Q 3 10. K×P 11. Kt—B 4 12. R×P
P—Q 3 P×P ch P—Kt 6 P×P R—Kt sq ch

13. K—R sq followed by Kt—Kt 5 ch and Black wins.
Q×R ch

In col. 2, Black wins easily.

THE MUZIO GAMBIT.

TABLE CXLI.

1. P—K 4 / P—K 4	**2.** P—KB 4 / P×P	**3.** Kt—KB 3 / P—KKt 4	**4.** B—B 4 / P—Kt 5	**5.** Castles / P×Kt	**6.** Q×P / Q—B 3!
	7. P—K 5 / Q×P	**8.** P—Q 3! * / B—R 3	**9.** Kt—B 3 / Kt—K 2	**10.** B—Q 2	

	1.	2.	3.	4.	5.
10.	Q Kt—B 3!				
11.	Q R—K sq / Q—K B 4!				
12.	R—K 4 / Castles		Kt—Q 5 / K—Q sq		
13.	Q B×P / B—Kt 2		B—B 3 / R—K sq (*d*)	R—K Kt sq	
14.	Q—K 2 (*a*) / P—Q 4		Kt—B 6 / R—B sq	R×Kt (*f*) / Kt×R	
15.	Q B×P / Q—Kt 4		P—K Kt 4 / Q—Kt 3	B—B 6 / R—K sq	
16.	P—K R 4 (*b*) / Q—Kt 3		P—K R 4 / P—Q 4	P—K Kt 4 / Q—Kt 3	
17.	K B×P / B×Kt	Kt×P / Kt×Kt	B×P / B×P	Q—K 2 / B—B sq!	B—Kt 4?
18.	B×Kt / K B×P	B×Kt / B—B 4	Q×B / Q×Q ch	P—Kt 5 / P—Q 3	Q—K 5+
19.	K B×P / P—B 4 wins	Q R—K B 4 / B—K 3+ (*c*)	Kt×Q / R—K Kt sq+(*e*)	Kt×B P — / Q—K B 4—	

---

* If 8. B×P ch / K×B 9. P—Q 4 / Q—K B 4! and Black has a decided advantage. This variation is completely ignored by the *Handbuch*, and Freeborough and Ranken, who give the bad move 9. Q×P ch for Black, which loses.

(*a*) If 14. Q—K Kt 3 / Q—K Kt 3 &c.; if 14. P—K Kt 4 / Q—B 3 or 14. Q—Kt 3 &c.; and if 14. Q R—K sq / B×Kt &c.

(*b*) If 16. B—B 4 / Q—K Kt 5 &c.

(*c*) Continued 20. B×B / P×B 21. R—K 4 / R×R ch 22. K×R / R—B sq ch 23. K—Kt sq / Kt—Q 5 24. Q—Q sq / R—Q B sq 25. P—B 3 / R×B 26. P×Kt / Q—Kt 6+ threatening B×P ch &c.

(*d*) 13. R—K B sq, preferred by L. Paulsen, is also an excellent move here.

(*e*) Continued 20. B—B 3 / P—B 4 21. B—B 6 / K—Q 2 22. P—Q 4 / P×Kt wins. The *Handbuch* wrongly declares the game in White's favour.

(*f*) 14. B—B 6 / B—Kt 4 15. R×Kt / B×B+

TABLE CXLII.

1. P—K 4	**2.** P—KB 4	**3.** Kt—KB 3	**4.** B—B 4
P—K 4	P×P	P—KKt 4	P—Kt 5
	5. Castles	**6.** Q×P	
	P×Kt	Q—B 3	

1.	2.	3.	4.	5.
7. P—Q 3		**7.**	**7.**	
Kt—QB 3 ! *		B—R 3 ? (*c*)	P—Q 4	
8. Kt—B 3	**8.** B×P	**8.** B×P (*d*)	**8.** B×QP	**8.** P×P
B—B 4 ch ! (*a*)	B—B 4 ch	B×B	P—B 3	B—R 3
9. K—R sq	**9.** K—R sq	**9.** Q×B	**9.** B—Kt 3	**9.** B—Q 2
KKt—K 2	P—Q 3	Q×Q	B—K 3	Kt—K 2
10. QB×P	**10.** Kt—QB 3	**10.** R×Q	**10.** B×P	**10.** B—B 3
P—Q 3	B—Kt 3 !	P—KB 3 !	Kt—Q 2	Q—Kt 3 ch
11. Q—R 5	**11.** Kt—Q 5	**11.** Kt—QB 3	**11.** Kt—B 3	**11.** K—R sq
Q—Kt 3 +	Q—Kt 2 + (*b*)	P—Q 3	Castles QR +	R—Kt sq +
		12. B×Kt		
		R×B		
		13. Kt—Q 5		
		K—Q sq		
		14. R×P + (*e*)		

* All the interesting variations consequent upon this move and Rosenthal's elaborate analysis in *La Stratégie*, with sub-variations by Taubenhaus in the *Columbia Chess Chronicle*, are utterly ignored by English writers.

(*a*) Rosenthal, in *La Vie Moderne*, also shows that Black can win by 8. Kt—K 4 9. Q—R 5 ! Kt×B 10. P×Kt (if 10. Kt—Q 5 Q—K 4) 10. Q—Q 5 ch (10. Kt—K 2 also wins). 11. K—R sq P—Q 3 12. Kt—Q 5 Q×BP 13. B×P B—K 3 wins. If in this variation, instead of 12. Kt—Q 5 White play 12. R or B×P Q×BP followed by B—K 3 and Castles QR &c.

(*b*) Followed by B—K 3 &c.

(*c*) The *Handbuch* and the English school persist in giving this bad move, which Rosenthal actually showed would lose the game ten years ago.

(*d*) If 8. Kt—B 3 Kt—K 2 9. QB×P B×B 10. Q×B Q×Q 11. R×Q P—Q 3 ! 12. B×P ch (if 12. QR—K sq B—K 3 or if 12. R×P B—Q 2 ! 13. QR—KB sq QKt—B 3 wins) 12. K—Q sq 13. QR—KB sq QKt—B 3 14. B—Q 5 Kt—Kt 3 15. R—B 7 QKt—K 2 ! 16. QR—B 6 (if 16. R—Kt 7 P—B 3 17. B—Kt 3 B—Q 2 18. QR—B 7 P—KR 4 wins) 16. B—Q 2 17. B×P QR—Kt sq 18. B—Q 5 R×P 19. B—Kt 3 P—QR 4 20. P—QR 4 Kt—QB 3 +

(*e*) Followed by QR—KB sq +

TABLE CXLIII.

1. P—K 4	2. P—KB 4	3. Kt—KB 3	4. B—B 4
P—K 4	P×P	P—KKt 4	P—Kt 5

1.	2.	3.	4.	5.
5. Castles!	**5.**	**5.** P—Q 4	**5.** Kt—B 3	**5.** B×P ch
Q—K 2?	P—Q 4?	P×Kt (*a*)	P×Kt	K×B
6. Kt—QB 3!	**6.** B×P	**6.** Q×P	**6.** Q×P	**6.** Kt—K 5 ch
Q—B 4 ch!	P—QB 3	P—Q 4	P—Q 4	K—K sq
7. P—Q 4	**7.** B—Kt 3	**7.** B×QP	**7.** B×P	**7.** Q×P
Q×B	P×Kt	Kt—KB 3	P—QB 3	Kt—KB 3
8. Kt—K 5	**8.** Q×P	**8.** Castles	**8.** B—Kt 3 (*b*)	**8.** Q×BP
Q—K 3	B—KR 3	P—B 3	B—K 3	B—Q 3
9. Kt—Q 5	**9.** P—Q 4	**9.** B×P ch	**9.** B×B	**9.** Castles
K—Q sq!	Q×P ch	K×B	P×B	R—B sq
10. Kt×P (B 4)	**10.** K—R sq	**10.** B×P	**10.** Q—R 5 ch	**10.** P—Q 4
Q—K sq	Kt—KB 3	Q×P ch	K—Q 2	Kt—B 3
11. Kt—Q 5	**11.** QB×P	**11.** B—K 3	**11.** P—Q 4	**11.** Kt×Kt
P—KB 3	B—KKt 5	Q—K 4+	Q—B 3	B×Q
12. Kt×KKt P+	**12.** Q—KKt 3		**12.** Castles	**12.** Kt×Q
	Kt×KP		Q—Kt 3+	B×B
	13. R—K sq+			**13.** R×B
				Kt×P
				14. R—K sq
				P—Q 4+

(*a*) Or 5. P—Q 4 6. KB×P P—QB 3 7. B—Kt 3 P×Kt 8. Q×P Q×P 9. QB×P Kt—B 3 10. Kt—Q 2 B—KKt 5+
7. B×P ch in this variation is bad, *e.g.* 7. K×B 8. Kt—K 5 ch K—K sq 9. Kt×Kt P Q—R 5 ch
10. Kt—B 2 Kt—B 3 11. Castles R—Kt sq &c.

(*b*) If 8. B×P ch K×B 9. Q—R 5 ch K—Kt 2 10. P—K 5 Kt—KR 3+

TABLE CXLIV.

1. P—K 4 P—K 4	**2.** P—KB 4 P×P	**3.** Kt—KB 3 P—KKt 4	**4.** B—B 4 P—Kt 5	**5.** Castles P×Kt

6. Q×P
Q—B 3

7. P—Q 3 !

	1.	2.	3.	4.	5.
7.	Kt—QB 3			B—R 3	
8.	B×P ! B—B 4 ch			QB×P B×B	
9.	K—R sq P—Q 3			Q×B Q×Q	
10.	Kt—QB 3 B—QKt 3 !			R×Q P—KB 3	**10.** P—Q 3
11.	Q—Kt 3 ! (*a*) Q—Kt 3			Kt—QB 3 P—Q 3	**11.** R×P Kt—K 2
12.	B×QP Q×B	**12.** Q×Q	**12.** P×B	B×Kt R×B	**12.** Kt—QB 3+
13.	P—K 5 Kt×P	**13.** B×P ch K—Q sq	**13.** B×P ch Q×B	Kt—Q 5 K—Q sq	
14.	QR—K sq B—Q 5	**14.** B×Q wins	**14.** R×Q K×R	R×P+ (*b*)	
	or				
14.	P—KB 3		**15.** R—B sq ch Kt—B 3		
15.	Q—Kt 7 wins		**16.** Q×P B—Q 5		
			17. Kt—Q 5 wins		

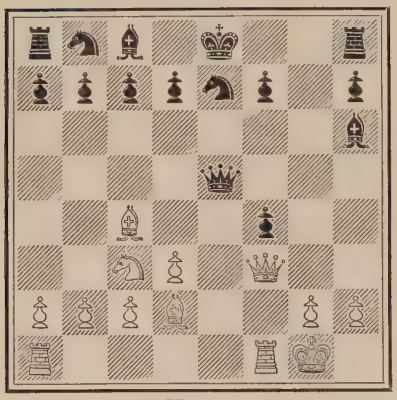
(*a*) This beautiful move, suggested by Taubenhaus in *La Stratégie*, demolishes Rosenthal's analysis in *La Vie Moderne*, and shows 7. P—Q 3 to be stronger than 7. P—K 5 In fact, unless the above analyses can be upset, the Muzio may be considered not only sound, but irresistible, after all. Instead of 11. Q—Kt 3 Rosenthal gives 11. Kt—Q 5 followed by Q—Kt 2 / B—K 3 and wrongly concludes in favour of Black. Neither Freeborough and Ranken, nor Cook, notice these recent discoveries of the Paris school.

(*b*) Followed by 15. QR—KB sq &c., as in Table CXLII., col. 3.

TABLE CXLI.

Position after White's 10th move.

BLACK.

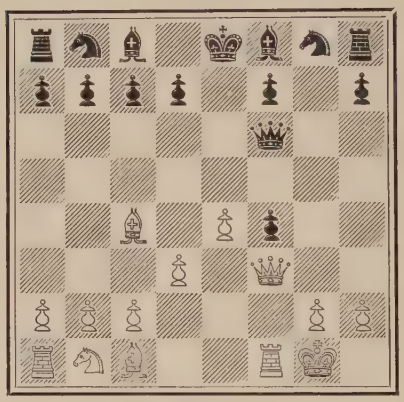


WHITE.

TABLE CXLII.

Position after White's 7th move.

BLACK.

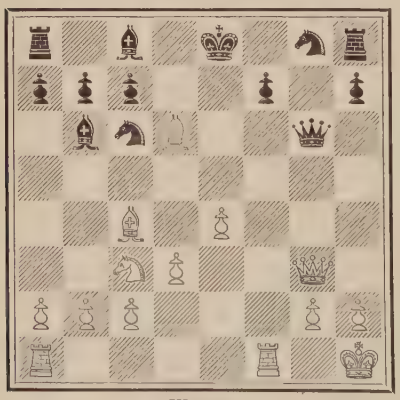


WHITE.

TABLE CXLIV.

Column 1.—Position after White's 12th move.

BLACK.

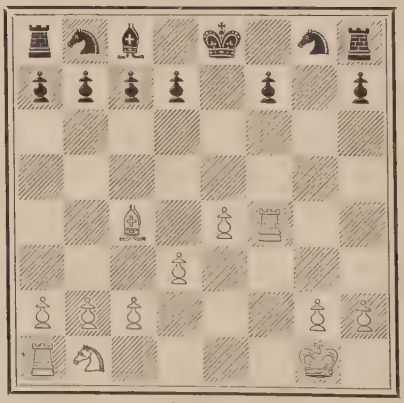


WHITE.

TABLE CXLIV.

Column 4.—Position after White's 10th move.

BLACK.



WHITE.

THE ALGAIER GAMBIT.

The variations of attack in this beautiful opening are almost as inexhaustible and fully as instructive as those of the "Evans" Gambit. Algaier was the first to devote special attention to that variation of it arising from White moving his Knight to Knight's fifth square on his fifth move, whilst Kieseritzky favoured the stronger attack—5. Kt—K 5. Hence the denomination of the opening now known as the Algaier or Algaier-Kieseritzky Gambit. The seven chief defences to the latter attack are 5. B—Kt 2 5. Kt—KB 3 5. P—Q 3 5. P—Q 4 5. Q—K 2 5. Kt—QB 3 and 5. B—K 2 advocated or brought into notice by Louis Paulsen, Philidor, Kölisch, E. Morphy, Rosenthal, Neumann, and Polerio respectively. The old classical defence of 5. P—KR 4 has fallen into desuetude. In many of our conclusions under this opening we venture to differ with Messrs. Freeborough and Ranken, and occasionally also with the *Handbuch* and Wormald. The old defence of 5. Kt—KB 3 first played by Philidor, and absurdly condemned, as utterly exploded, in a superficial and worthless analysis by Wisker, in the "Westminster Papers," is shown to be perfectly sound, and to yield the second player a marked advantage.

TABLE CXLV.—(Paulsen's Defence.)

1. P—K 4	**2.** P—KB 4	**3.** Kt—KB 3
P—K 4	P×P	P—KKt 4
4. P—KR 4	**5.** Kt—K 5	
P—Kt 5	B—Kt 2	

	1.	2.	3.	4.	5.
6.	P—Q 4				
	Kt—KB 3				
7.	B—B 4				
	P—Q 4				
8.	P×P				
	Castles *				
9.	Castles	QB×P			Kt—QB 3
	P—B 4	Kt×P			Kt—KR 4 !
10.	P—B 3 (*a*)	B×Kt			Kt—K 2
	P×P	Q×B			Q—KB 3 !
11.	P×P	Castles			Castles
	Kt×P	Kt—QB 3		P—QB 4	P—B 6+
12.	Kt—QB 3 !	P—B 3	Kt×Kt	Kt—QB 3 !(*d*)	
	Kt×Kt	Kt×Kt	P×Kt	Q×P ch	
13.	P×Kt	P×Kt	B—K 3	Q×Q	
	B×Kt	Q—Kt 4	P—QB 4+	P×Q	
14.	P×B	Q—Q 2		Kt—Q 5	
	Q×Q	B×P		Kt—B 3	
15.	R×Q—	B×B		Kt×Kt	
	B—K 3— (*b*)	Q×B+ (*c*)		P×Kt+ (*e*)	

* The same position occurs in Table CXLVIII., col. 1, note (*a*) (Philidor's Defence to this Gambit) by a transposition of moves 5. Kt—KB 3 6. B—B 4 P—Q 4 7. P×P B—Kt 2 8. P—Q 4 Castles

(*a*) If 10. P×P *en pass.* QKt×P 11. Kt×Kt P×Kt 12. QB×P Kt—R 4 wins; or if 10. B×P P×P or 10. Q—Kt 3+

In lieu of 9. P—B 4 in column 1, Lange recommends 9. Kt×P

(*b*) Continued 16. R—Q 4 Kt—B 3 17. R×P Kt×P 18. B×B P×B 19. R—K 4 R—B 4 20. B—B 4 Kt—Kt 3 21. B—Kt 3— —

(*c*) Continued 16. Kt—R 3 B—K 3+

(*d*) If 12. P—B 3 P—KB 4+ or 12. P×P 13. Kt×KtP Q—K 3 14. Kt—B 2 Q—QKt 3 15. P—QB 4 B—K 3 16. Kt—Q 2 Kt—Q 2+

(*e*) Continued 16. Kt—K 7 ch K—R sq 17. Kt×P B—Kt 2 18. Kt—K 5 QR—B sq &c.

TABLE CXLVI.—(Paulsen's Defence.)

1. P—K 4 / P—K 4 **2.** P—KB 4 / P×P **3.** Kt—KB 3 / P—KKt 4

4. P—KR 4 / P—Kt 5 **5.** Kt—K 5 / B—Kt 2

1.	2.	3.	4.	5.
6. P—Q 4 / Kt—KB 3				
7. B—B 4 / P—Q 4			**7.** ——— / Castles?	
8. P×P / Castles		**8.** ——— / Kt—R 4	**8.** Kt—QB 3! / P—Q 3	
9. Castles / P—B 4		**9.** B—Kt 5 ch / P—B 3	**9.** Kt×BP / R×Kt	
10. P—B 3 / P×P		**10.** P×P / Castles	**10.** B×R ch / K×B	
11. P×P / Kt×P		**11.** P×QKtP / QB×P+	**11.** B×P / Q—K sq (*b*)	**11.** ——— / K—Kt sq
12. B×Kt? / Q×B			**12.** Castles / K—Kt sq	**12.** Castles+
13. Kt—QB 3 / Q—Q sq			**13.** Q—Q 3 / Kt—B 3	
14. Kt×KtP / B×P ch	**14.** B×P / Kt—B 3		**14.** B—Kt 5 / Q—Kt 3	
15. Kt—B 2 / Kt—B 3	**15.** Kt×KtP (*a*) / B×P ch		**15.** Q—B 4 ch / K—R sq	
16. Q—R 5 / Kt—K 4	**16.** Kt—B 2 / Q×RP+		**16.** QR—K sq / P—KR 3 (*c*)	
17. B×P / B—KKt 5+			**17.** B×Kt+ (*d*)	

(*a*) Or 15. Kt×Kt / P×Kt+

(*b*) If 11. ——— / Kt—B 3 12. Castles / K—Kt sq 13. B—Kt 5 / P—KR 3 14. B×Kt / B×B 15. Kt—K 2+

(*c*) Ranken suggests 16. ——— / Kt—K sq as leading to an equal game.

(*d*) Continued by the *Handbuch* 17. ——— / B×B 18. P—R 5+

TABLE CXLVII.—(Paulsen's Defence.)

1. P—K 4	**2.** P—KB 4	**3.** Kt—KB 3	**4.** P—KR 4	**5.** Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	B—Kt 2

1.	2.	3.	4.	5.
				6. Kt×KtP
				P—Q 4 !
6. P—Q 4				
Kt—KB 3				
7. Kt—QB 3 ?			**7.** B—Q 3 (*a*)	**7.** Kt—B 2 (*b*)
P—Q 3			P—Q 3	P×P (*c*)
8. Kt—Q 3		**8.**	**8.** Kt—B 4	**8.** Kt×P
Castles		Kt—R 4	Kt—R 4*	Q—K 2
9. Kt×BP		**9.** Kt×P	**9.** P—QB 3	**9.** Q—K 2
Kt×KP		Kt—Kt 6	Kt—QB 3	Kt—QB 3
10. Kt—R 5	**10.** Kt×Kt	**10.** R—R 2	**10.** QKt—QR 3	**10.** P—B 3
R—K sq	R—K sq	Castles	Castles	Kt—R 3
11. B—K 2	**11.** B—Q 3	**11.** Q—Q 3	**11.** Q—B 2	**11.** Kt—B 2
Kt—QB 3+	P—KB 4+	Kt×B	Q—K 2	Kt—B 4 !
		12. K×Kt	**12.** B—Q 2	**12.** Q×Q ch
		Kt—B 3+	P—Q 4+	K×Q
				13. P—Q 4
				Kt—Kt 6
				14. R—R 2
				R—K sq
				15. B—Kt 5
				K—B sq dis ch
				16. K—Q sq
				R—K 6 !+(*d*)

N.B.—Column 5 of this table, White's 12th move Q×Q ch. White has two other moves here. If 12. P—Q 4 13. B×P 14. P×Kt 15. Q—K 4 and Black wins. Again B—K 3 KKt×QP Kt×P P—KB 4
if 12. P—Q 3 13. Q×Q ch 14. R—R 2 15. Kt—KR 3 Kt—Kt 6 K×Q R—K sq K—B 8 dis ch and wins.
(*Columbia Chess Chronicle*, Aug. 18th, 1888, vol. iii., p. 63.)

(*a*) If 7. Kt×KtP 8. B—Q 3 (if 8. QB×P 9. Q—K 2 10. P—B 3 8. P—Q
Kt×KP Q—K 2 B×P P—KR 4+)
9. B×Kt 10. B×P
P×B Q×QP &c.

* 8. P—Q 4 is also good.

(*b*) If 7. P×P 8. K—B 2 9. K—B 3 10. K×B
Q—K 2 ch B—Q 5 B×Kt ch Kt—B 3 ch wins. (Dubois *v.* Paulsen.)
If 7. P—Q 4 8. B×P 9. Q×Q 10. P—B 3
P×P Q×QP B×Q B×Kt+

(*c*) Or 7. 8. P×P 9. B—K 2
Kt—K 2 Castles Kt—B 4+

(*d*) Continued 17. B×R 18. Kt—Q 3 19. Kt—R 3 20. Kt—QB 2 21. P×B 22. Kt×Kt
P×B B—B 4 R—Q sq B×P Kt×P R×Kt
23. R—B sq 24. B×B In col. 5, Black may also play 8. Kt—KB 3 (in
B×Kt R×B ch wins
lieu of 8. , as above) 9. QKt—B 3 10. P—Q 3 ! 11 P×Kt (if
Q—K 2 Q—K 2 Kt×Kt
11. Kt×Kt 11. 12. P×B If 10. Q—K 2 11. P—Q 3
P—KB 4 wins) B×Kt ch Q×P+ Castles Kt×Kt
12. Kt—Q 5 13. P×Kt 14. Kt×P (B 4) 15. B—K 3 16. K—B 2 If 16. P—B 3
Q—B 4 R—K sq B—KB 4 Q—Kt 5 ch Q×KP+ Q×KP
17. K—B 2 18. Q—B 3 19. Q×Q
Kt—Q 2 Kt—B 3 Kt—Kt 5 ch+

TABLE CXLVIII.—(Philidor's Defence.)

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4	Kt—K 5
P—K4	P×P	P—KKt 4	P—Kt 5	Kt—KB 3

1.	2.	3.	4.	5.
6. B—B 4				
P—Q 4				
7. P×P				
B—Q 3 (*a*)				
8. P—Q 4				
Kt—R 4 ! (*b*)				
9. Castles	**9.**	**9.** Kt—QB 3 ?		
Q×RP	P—KB 3	Q—K 2		
(or P—B 6)				
10. Q—K sq	**10.** B—Kt 5 ch ?	**10.** B—Kt 5 ch		
Q×Q *	P—B 3	P—B 3		
11. R×Q	**11.** Q—K sq	**11.** P×P		
Castles	Castles +	P×P		
12. B—Q 3—		**12.** Kt—Q 5	**12.**	**12.**
R—K sq—		Q—Q sq !	Q—QKt 2	Q—K 3 ?
		13. Kt×QBP	**13.** Kt—QB 4 ! (*e*)	**13.** Kt—B 7 ch
		Kt×Kt	B—B 2 +	B×Kt
		14. B×Kt ch		**14.** B—B 4
		B—Q 2 ! (*c*)		Q—K 2 or B 4
		15. B×R (*d*)		**15.** B×P ch
		Q×B		Q×B
		16. Q—K 2 ch		**16.** Kt×Q +
		K—B or Q sq wins		

(*a*) If 7. B—Kt 2 we have the same position as in Paulsen's Defence. We prefer 7. B—Kt 2 here, as safest.

(*b*) If 8. Q—K 2 ? 9. B×P Kt—R 4 10. P—KKt 3 ! (if 10. Castles ? Kt×B ! 11. R×Kt P—KB 3 +) 10. P—KB 3 !
11. Q—K 2 P×Kt (if 11. Kt×B 12. P×Kt P×Kt 13. BP×P B—Kt 5 ch 14. P—B 3 B—R 4 15. Kt—Q 2 B—KB 4
16. B—Kt 3 B—Kt 3 17. Kt—B 4 +) 12. P×P B—QB 4 13. Kt—Q 2 B—KB 4 14. Castles QR Kt×B 15. P×Kt Kt—Q 2
16. P—K 6 + White may also play 9. Castles instead of 9. B×P *e.g.* 9. Castles B×Kt
10. P×B Kt—R 4 11. Q—Q 4 Q×RP 12. P—K 6 P—KB 3 13. QB×P P—Kt 6 14. R—B 3 Q—R 7 ch 15. K—B sq +
Suhle and Neumann and Paulsen prefer 10. Q—K 2

(*c*) Or 14. K—B sq 15. B×R Kt—Kt 6 +

(*d*) If 15. Q—K 2 ch K—B sq 16. B×R Q×B +

(*e*) If 13. Kt—QB 3 P×B +

TABLE CXLIX.—(Philidor's Defence.)

1.	2.	3.	4.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4
P—K 4	P×P	P—KKt 4	P—Kt 5
5. Kt—K 5	**6.** B—B 4	**7.** P×P	**8.** P—Q 4
Kt—KB 3	P—Q 4	B—Q 3	Kt—R 4 !

1.	2.	3.	4.	5.
9. Kt—QB 3 ?	**9.**	**9.**	**9.**	**9.** B—Kt 5 ch
Q—K 2	B—KB 4 ?	Kt—Kt 6	Castles (*c*)	P—QB 3
10. B—Kt 5 ch	**10.** Kt—K 2	**10.** B×P	**10.** Kt—K 2 !	**10.** P×P
P—B 3	Q—K 2	Kt×R	Q—K 2+	P×P
11. P×P	**11.** QKt×P	**11.** P—KKt 3 !(*a*)		**11.** Kt×QBP
P×P	Kt×Kt	Q—K 2 (*b*)		Kt×Kt
12. Kt—Q 5	**12.** B×Kt	**12.** Q—Q 2		**12.** B×Kt ch
Q—K 3 ?	P—B 3	P—KB 3		B—Q 2
13. Castles	**13.** Castles	**13.** Castles		**13.** B×R
P×B	P×Kt	P×Kt		Kt—Kt 6
14. Kt×BP(B 5)	**14.** B—Kt 5	**14.** P×P		**14.** K—B 2
Kt×Kt	Q—Q 2	B—Kt 5		Kt×R ch
15. B×Kt	**15.** P×P	**15.** P—Q 6		**15.** Q×Kt
Kt—Q 2	B—B 4 ch	B×Kt		Q—K 2
16. Kt×Kt	**16.** K—R sq	**16.** P×B		**16.** Kt—QB 3
Q×Kt	B—KKt 3	Q—Kt 2		Castles
17. R—K sq ch+	**17.** P—K 6+	**17.** P—K 6+		**17.** B—Q 5
				P—Kt6ch+(*d*)

(*a*) If 11. Kt—K 4 ? 12. P—KKt 3. Here the *Handbuch* and Freeborough and Ranken Q×P ch !
declare the game to be in White's favour. We maintain, on the contrary, that Black should win by 12. Kt×P ! 13. Kt×Kt P—KB 3 14. B—Kt 5 ch P—B 3 15. P×P P×P 16. Kt×QBP B×B 17. Kt×Kt dis ch K—B 2 18. Kt—QB 6 Q×Kt ch and Black wins. This analysis, although given on p. 232 of our First Edition of the present work, is utterly ignored by the authors of *Chess Openings, Ancient and Modern.*

(*b*) If 11. P—KB 3 12. B—Kt 5 ch K—B sq 13. Q—Q 2 &c.

(*c*) If 9. P—KB 3 10. B—Kt 5 ch &c. If 9. R—KKt sq 10. Q—Q 3 R—Kt 2 11. Kt—K 2+

(*d*) Continued 18. K—B sq (if 18. K—B 3 P—KR 4 &c.) 18. B—Kt 4 ch 19. Kt×B R—K sq wins.

TABLE CL.—(Philidor's Defence.)

1. P—K 4 / P—K 4	**2.** P—KB 4 / P×P	**3.** Kt—KB 3 / P—KKt 4	**4.** P—KR 4 / P—Kt 5
5. Kt—K 5 / Kt—KB 3	**6.** B—B 4 / P—Q 4	**7.** P×P / B—Q 3	**8.** P—Q 4 / Kt—K 4

1.	2.	3.	4.	5.
9. B—Kt 5 ch / P—QB 3			**9.** K—B 2 / Kt—Kt 6	**9.** Q—Q 3 / P—KB 3
10. P×P / P×P			**10.** R—K sq / Q×RP	**10.** B—Kt 5 ch / K—B sq
11. Kt×QBP / Kt×Kt			**11.** Kt—KB 3 dis ch (*e*) / Kt—K 5 dble ch	**11.** Kt—QB 4 / Kt—Kt 6+
12. B×Kt ch / K—B sq			**12.** K—Kt sq / Q—B 7 ch	
13. B×R / Kt—Kt 6			**13.** K—R sq / P—KB 4	
14. K—B 2! / Kt×R ch		**14.** R—R 2? / B—KB 4	**14.** Q—Q 2 / K—Q sq	
15. Q×Kt / P—Kt 6 ch!	**15.** / B—KB 4? (*c*)	**15.** B—Q 5 / K—Kt 2	**15.** Q×Q / Kt×Q ch	
16. K—K sq (*a*) / Q—K 2 ch	**16.** B—Q 5 / K—Kt 2	**16.** Kt—B 3 / R—K sq ch	**16.** K—Kt sq / P×Kt	
17. K—Q sq / B—Kt 5 ch+(*b*)	**17.** Kt—QB 3 / R—K sq	**17.** K—B 2 / Q—Kt 3+ (*d*)	**17.** K×Kt / P×P	
	18. P—KKt 3+		**18.** K×P / R—Kt sq ch+	

(*a*) If 16. K—Kt sq / B—QB 4 or if 16. K—B 3 / R—Kt sq &c.

(*b*) Column continued 18. B—B 3 / B×B ch 19. P×B / R—Kt sq 20. Kt—B 3 / P—Kt 7 21. Q—Kt sq / Q×RP wins.

(*c*) In *Chess Openings, Ancient and Modern*, p. 184, Messrs. Freeborough and Ranken give 15. / P—Kt 5 or 15. / B—KB 4 without any further analysis of the latter move, from which the student would naturally infer that either move was equally good; whereas the former wins while the latter loses the game.

(*d*) Continued 18. Kt—R 4 / Q—R 3 19. Kt—B 3 / B—K 4 and Black wins.

(*e*) If 11. Kt—Kt 6 dis ch / Kt—K 5 ch 12. K—Kt sq / Q—B 7 ch &c.

TABLE CLI.—(Philidor's Defence.)

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4	Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	Kt—KB 3

1.	2.	3.	4.	5.
6. Kt×KtP?				
Kt×P! (*a*)				
7. P—Q 4	**7.** P—Q 3			
Q—K 2	Kt—Kt 6			
8. Q—K 2	**8.** B×P	**8.**		
P—Q 4	Kt×R!	Q—K 2 ch?		
9. Kt—B 2	**9.** Q—K 2 ch (*b*)	**9.** B—K 2		**9.**
Kt—Kt 6	Q—K 2	Q—Kt 5 ch? (*c*)		Kt×R?
10. Q×Q ch	**10.** Kt—B 6 ch	**10.** Q—Q 2		**10.** B—KKt 5
B×Q	K—Q sq	Q×Q ch		Q—Kt 5 ch (*d*)
11. R—R 2	**11.** B×P ch	**11.** Kt×Q		**11.** P—B 3
B—Q 3+	K×B	Kt×R		Q×KtP
	12. Kt—Q 5 ch	**12.** B—K 5	**12.** Kt—B 6 ch	**12.** Kt—B 6 ch
	K—Q sq	P—KB 3	K—Q sq	K—Q sq (*e*)
	13. Kt×Q	**13.** Kt×P ch+	**13.** Kt—Q 5	**13.** Kt—Q 5 ch
	B×Kt		B—K 2	B—K 2!
	14. Q—Kt 4		**14.** Castles QR	**14.** B×B ch
	P—Q 3		Kt—B 7	K—K sq
	15. Q—KB 4		**15.** R—B sq	**15.** B—B 6
	R—Kt sq		B×P	Kt—Kt 6
	16. Q×BP		**16.** B×P ch	**16.** QKt—Q 2
	R—B sq		K—K sq	R—KKt sq
	17. Q×P		**17.** B—Q 6	**17.** B—KB 3 wins
	Kt—Kt 6		Kt—R 3	
	18. B—K 2		**18.** P—Q 4+	
	B—B 4+			

(*a*) If 6. P—Q 4? 7. Kt×Kt ch Q×Kt 8. Q—K 2 B—Q 3 9. Kt—QB 3 P—QB 3 10. P—Q 4 Q×QP 11. B—Q 2 R—KKt sq 12. P×P dis ch K—Q sq 13. Castles+ (Anderssen *v.* Morphy).

(*b*) Or 9. B—Kt 5 B—K 2 10. Q—K 2 P—KR 4! 11. Q—K 5 P—KB 3 12. Kt×P ch K—B 2 13. Q—Q 5 ch K—Kt 2 14. Kt—K 4 Kt—B 3+

(*c*) 9. Q×Bch! 10. Q×Q Kt×Q 11. Kt—B 6 ch K—Q sq 12. K×Kt followed by P—Q 3 B—K 2 even game

(*d*) If 10. P—KB 3 11. Kt×P ch K—B 2 12. Kt—K 4 Q—K 4 13. B—R 5 ch K—Kt sq 14. Q—B 3 Q—K 3 15. QKt—B 3 P—KR 3 16. B—K 3+

(*e*) If 12. K—K 2 13. Q—QR 4+ (Salvioli).

TABLE CLII.—(Classical Defence.)

1. P—K 4	2. P—KB 4	3. Kt—KB 3	4. P—KR 4	5. Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	P—KR 4

1.	2.	3.	4.	5.
6. B—B 4				
R—R 2 !				
7. P—Q 4	7.			7.
P—Q 3	P—B 6			B—K 2
8. Kt×BP (*a*)	8. P×P			8. QB×P
R×Kt	P—Q 3			P—Q 3
9. B×R ch	9. Kt—Q 3 (*c*)			9. Kt—Q 3
K×B	B—K 2			or
10. B×P	10. B—K 3 !			9. Kt×BP—
B—R 3*	B×P ch			—
11. Castles	11. K—Q 2		11.	
K—Kt 2 ! (*b*)	P×P !		B—Kt 4 ?	
12. P—KKt 3	12. Q×P		12. P—KB 4	
B×B	B—KKt 5		B—R 3	
13. R×B	13. Q—B 4 (*d*)	13.	13. QKt—B 3	
B—K 3+	Kt—Q 2 (*e*)	Kt—QB 3 ?	B—Kt 2	
	14. Kt—B 3	14. Kt—QB 3	14. P—B 5	
	Kt—Kt 3	Kt×P	QKt—B 3	
	15. B—Kt 3	15. QR—KB sq	15. Q—KKt sq	
	R—Kt 2	B—B 3	B—Q 2	
	16. P—K 5—	16. Kt—Q 5	16. QR—K sq+	
	B—Kt 4 —	B—R sq		
		17. Q×B+ (*f*)		

(*a*) If 8. Kt—Q 3 the variation is transposed into column 2 above.

* Or 10. K—Kt 2 11. Kt—B 3 P—B 3 (if 11. Castles Q×P+) 12. Q—Q 3 Kt—Q 2+

(*b*) If 11. B×B ? 12. R×B ch K—Kt 2 13. Kt—B 3 B—K 3 14. Q—Q 2 Kt—KB 3 15. QR—KB sq QKt—Q 2 16. R×Kt Kt×R

17. Q—Kt 5 ch wins.

(*c*) If 9. Kt×BP R×Kt 10. B×R ch K×B 11. B—KKt 5 B—K 2 &c.

(*d*) 13. Q—KB sq is not so good.

(*e*) 13. R—KKt 2 is inferior.

(*f*) Continued 17. P×Q 18. R×R Kt—B 6 ch 19. R×Kt P×R 20. R×B wins.

TABLE CLIII.—(Rosenthal's and Kölisch's Defences.)

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4	Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	

	1.	2.	3.	4.	5.
5.				P—Q 3 (Kölisch)	
	Q—K 2 (*a*)				
6.	P—Q 4! *			Kt×Kt P	
	P—Q 3	P—KB 4		P—KB 4 (*c*)	
7.	Kt×Kt P	B—QB 4	B×P?	Kt—B 2	P×P?
	P—KB 4	Kt—KB 3	P—Q 3	KKt—B 3	B×P
8.	Kt—B 2	Kt—QB 3	B—KKt 5	P—Q 4	P—Q 4? (*d*)
	Kt—KB 3 (*b*)	P—Q 3	Kt—KB 3	P×P	Q—K 2 ch
9.	B×P	B—B 7 ch	Kt—QB 3	B×P	K—B 2
	Kt×P!	K—Q sq	P—B 3+	B—K 3	B×Kt
10.	Q—R 5 ch	B×P		P—B 4—	Q×B
	K—Q sq	QKt—Q 2		P—Q 4—	Kt—Q 2
11.	B—K 2	B—QKt 3			B—QKt 5
	Kt—KB 3	K—K sq			Castles QR
12.	Q—B 3—	Kt—B 7			R—K sq
	Kt—B 3—	R—KKt sq			KKt—B 3
13.		Kt—KKt 5			Q—B 5 (*e*)
		R—Kt 2			Q—B 2
14.		Kt—K 6 wins			B×Kt ch
					R×B
15.					B×P
					B—R 3
16.					K—Kt sq
					B×B
17.					Q×B
					KR—Kt sq+

(*a*) Favoured by Rosenthal.

* Or 6. Kt×KtP P—KB 4! 7. Kt—B 2 P×P 8. Q—R 5 ch K—Q sq 9. Q—Kt 5 Q×Q 10. P×Q P—Q 4 11. P—Q 4 B—Q 3 12. R—R 4— (Cordel) *Fuhrer durch die Schachtheorie.*

(*b*) If 8. P×P 9. Q ch K—Q sq 10. B×P Kt—KB 3 11. Q—K 2 P—KR 4 12. P—B 4+

(*c*) If 6. B—K 2 7. P—Q 4 B×P ch 8. Kt—B 2 Q—Kt 4 (if 8. Q—B 3 9. Kt—B 3 / or B—Kt 6 9. Q—B 3 B—Kt 6 10. Kt—QB 3 Kt—KB 3 / if 10. Kt—QB 3 11. B—QKt 5 &c.) 11. B—Q 2 B—Q 2 12. B—Q 3 or P—Q 5—

(*d*) Col. 5, 8. Kt—B 2 is stronger. See Appendix for the stronger continuations of 8. Kt—B 2

(*e*) Or 13. Q—B 3 Q—B 2 14. Kt—B 3 B—R 3 15. P—QR 4 K—Kt sq 16. P—R 5 P—Q 4 17. P—R 6 Kt—Kt 3+ (Blackburne and Dermenon).

TABLE CLIV.—(E. Morphy's and Polerio's Defence.)

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4	Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	

1.	2.	3.	4.	5.
5.				**5.**
P—Q 4				B—K 2 (Polerio)
6. P—Q 4	**6.** P×P	**6.**	**6.** Kt×KtP	**6.** Kt×KtP?
P—B 6	Q—K 2	B—K 2 *	P×KP+	P—Q 4
7. KtP×P	**7.** Q—K 2	**7.** Kt×KtP		**7.** P×P
B—K 2	Kt—KB 3	B×P ch+		B×P ch
8. B—K 3	**8.** Kt—QB 3			**8.** Kt—B 2
B×P ch	Kt—KR 4			B×Kt ch
9. K—Q 2	**9.** Kt—K 4			**9.** K×B
B—B 3	P—KB 4+			Q×P
10. P—KB 4				**10.** P—Q 4
P×P				Kt—QB 3!
11. Kt—QB 3				**11.** P—QB 3
B×Kt				Kt—B 3
12. BP×B				**12.** B×P
B—B 4+ (*a*)				B—Kt 5+

(*a*) Gattie gives 12. P—KB 3+

* If 6. B—Kt 2 7. P—Q 4 Kt—KB 3 8. B—B 4 Castles and the game is transposed into Paulsen's Defence, examined in preceding Tables.

TABLE CLV.—(Kölisch's Defence.)

1.	2.	3.	4.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4
P—K 4	P×P	P—KKt 4	P—Kt 5

5.	6.
Kt—K 5	Kt×Kt P
P—Q 3	B—K 2

	1.	2.	3.	4.	5.
7.	P—Q 4				
	B×P ch				
8.	Kt—B 2		8.	8.	
	Q—Kt 4		B—Kt 6	Q—B 3	
9.	Q—B 3	9.	9. Q—B 3 (*f*)	9. Kt—B 3—	
	Kt—QB 3 (*a*)	B—Kt 6	Q—B 3	—	
10.	P—Q 5 !	10. Kt—QB 3	10. Kt—QB 3		
	Kt—K 4	Kt—KB 3	Q×P		
11.	Q×P	11. B—Q 2 ! (*d*)	11. B×P		
	B×Kt ch	B—Q 2	Q×Kt ch		
12.	K×B	12. B—Q 3 (*e*)	12. Q×Q		
	Q—Kt 3	Kt—QB 3	B×Q ch		
13.	B—Kt 5 ch ! (*b*)	13. QKt—K 2—	13. K×B—		
	B—Q 2	—	—		
14.	B×B ch				
	K×B				
15.	K—Kt sq				
	R—K sq				
16.	Kt—B 3 (*c*)—				
	—				

(*a*) Suggested by Rosenthal.

(*b*) Recommended by Gattie. The German *Handbuch* makes White play the senseless move 13. Q—Kt 5

(*c*) White has a good game.

(*d*) The *Handbuch* also gives 11. B—Q 3 which is inferior.

(*e*) Or 12. P—Q 5—

—

(*f*) 9. Kt—B 3 is also a good move here.

TABLE CLVI.—(Polerio's Defence.)

1. P—K 4 / P—K 4	2. P—KB 4 / P×P	3. Kt—KB 3 / P—KKt 4	4. P—KR 4 / P—Kt 5	5. Kt—K 5

	1.	2.	3.	4.	5
5.	B—K 2				
6.	B—QB 4 ? / B×P ch		6. Kt×Kt P ? / P—Q 4	6. Q×Kt P ! / P—Q 3	
7.	K—B sq / P—Q 4 ! (*a*)		7. P×P / B×P ch	7. Q—Kt 7 / B×P ch	
8.	B×QP / Kt—KR 3		8. Kt—B 2 / B×Kt ch	8. K—Q sq / P×Kt	
9.	P—Q 4 / B—Kt 4 !		9. K×B / Q×P	9. Q×R / B×Kt 5 ch	
10.	Kt—QB 3 / P—KB 3 !	10. P—QB 3 ?	10. P—Q 4 / Kt—QB 3 !	10. B—K 2 / Q—KKt 4	10. B×B ch
11.	Kt—Q 3 / P—QB 3	11. B—Kt 3 / P—KB 3	11. P—QB 3 / Kt—KB 3	11. B—B 3 ! / B×B ch	11. K×B / Q—Kt 4
12.	QB×P / P×KB	12. Kt—Q 3 / Q×P	12. B×P / B—Kt 5 +	12. P×B / Q—Kt 6	12. K—B sq / P—B 6
13.	B×B / P×B	13. B×P / B×B		13. Q×P ch / K—B sq	13. P×P / Q—Kt 6
14.	R×Kt / Castles ch	14. Kt×B / Q×Q ch		14. Q—QB 5 ch / Kt—K 2	14. R×B / Q×P ch
15.	K—Kt sq / K—Kt 2	15. R×Q / Kt—B 2		15. R—B sq / Kt—Q 2	15. K—K sq / Q—Kt 6 ch
16.	R—R sq / P×P	16. Kt—Kt 6 / R—Kt sq		16. Q—Kt sq / Kt—K 4	16. K—K 2 / Q—Kt 7 ch
17.	Kt—K 5 / Kt—QB 3 +	17. R×P +		17. K—K 2 / R—Q sq	17. K—Q 3 + *
				18. Kt—B 3 +	

(*a*) Bird gives the bad continuation 7. Kt—KR 3 and wrongly concludes in favour of White.

* Col. 5 continued 17. QB 6 ch 18. K—B 4 / P—Kt 4 ch 19. K×P / Q—B 8 ch 20. P—Q 3 / Q×B 21. Q×Kt ch / K—K 2 22. P—Kt 3 +

TABLE CLVII.—(Neumann's Defence.)

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4	Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	Kt—QB 3

1.	2.	3.	4.	5.
6. Kt×Kt?	**6.** Kt×KtP!	**6.** P—Q 4?	**6.**	**6.** Kt×KtP!
QP×Kt	P—Q 4	Kt×Kt!	Q—K 2? *	P—Q 4
7. P—Q 4	**7.** P×P	**7.** P×Kt	**7.** Kt—QB 3	**7.** P×P
Kt—B 3	Q—K 2 ch	P—Q 3	Kt×Kt	Q—K 2 ch
8. QB×P	**8.** B—K 2!	**8.** QB×P	**8.** Kt—Q 5	**8.** B—K 2!
Kt×P	Kt—Q 5	B—Kt 2	Q—Q 3	Kt—Q 5
9. B—Q 3	**9.** Kt—B 2	**9.** B—QB 4	**9.** P×Kt	**9.** Kt—B 2
B—Q 3! (*a*)	Kt—KB 3	Q—K 2	Q×P	Kt—KB 3
10. Q—B sq	**10.** Kt—B 3	**10.** Kt—B 3	**10.** B×BP	**10.** Kt—B 3
Kt—Kt 6	P—B 6	P×P+	Q×P ch	B—Kt 5 (*b*)
11. R—R 2	**11.** P×P		**11.** Q—K 2	**11.** Kt×B
Q—K 2 ch	Kt×P ch		Q×Q ch	Kt×Kt
12. K—Q sq	**12.** K—B sq		**12.** B×Q+	**12.** Castles (*c*)
B—Kt 4	Kt—Q 5			Kt×B ch
13. Kt—B 3	**13.** P—Q 3			**13.** Q×Kt+
Castles QR+	B—B 4			
	14. B—Kt 5			
	Castles QR			
	15. Q—Q 2			
	R—K sq			
	16. R×K sq+			

(*a*) 9. Kt—Q 3 is also good; but 9. Q×P given by Wormald, is bad, and is condemned by the New Berlin *Schachzeitung*. If, in col. 1, 10. Q—K 2; if 10. B×Kt 11. Q—Q 3
Q—K 2 B×B P—KR 4
or Q—K 2+

* Bird, as usual, gives this inferior continuation, and omits all notice of 6. Kt×Kt the better course. "The blind leading the blind!" Such systematic blunders of a professed theorist are simply unpardonable, inasmuch as they not only denote ignorance but carelessness as well as *outrecuidance*.

(*b*) Perhaps better than 10. P—B 6 in col. 2.

(*c*) Suggested by Mr. Ranken.

TABLE CLVIII.

1.	2.	3.	4.	5.
1. P—K 4	**2.** P—KB 4	**3.** Kt—KB 3	**4.** P—KR 4	**5.** Kt—Kt 5
P—K 4	P×P	P—KKt 4	P—Kt 5	P—KR 3!
6. Kt×P				
K×Kt				
7. B—B 4 ch		**7.** P—Q 4		**7.**
P—Q 4!		P—Q 4		P—B 6
8. B×P ch		**8.** QB×P		**8.** P×P (*d*)
K—Kt 2		P×P		B—K 2
9. P—Q 4	**9.** B×P	**9.** B—B 4 ch	**9.**	**9.** B—B 4 ch (*e*)
Q—B 3 (*a*)	B×B!	K—Kt 2	K—Kt 3	P—Q 4
10. P—K 5! (*b*)	**10.** Q×P ch	**10.** Castles	**10.** Kt—QB 3	**10.** B×P ch
Q—Kt 3	K—B 2	Kt—KB 3	B—Q 3! + *	K—K sq
11. P—R 5	**11.** Q—R 5 ch	**11.** Q—Q 2		**11.** Castles
Q—B 4	K—K 2? (*c*)	Kt—B 3		P—Kt 6
12. Castles	**12.** Q—K 5 ch	**12.** Kt—B 3		**12.** P—KB 4
P—B 6	K—Q 2	B—Q 3		P—KR 4
13. Kt—Q 2	**13.** Q×R	**13.** Kt—K 2		**13.** P—B 5
Kt—K 2	Kt—KB 3	B×B		Kt—KB 3
14. B—K 4	**14.** P—QKt 3	**14.** R×B		**14.** Kt—B 3
Q×RP	B×P +	Kt—K 4		Kt—Kt 5
15. Kt×P		**15.** Q—B 3		**15.** P—K 5
QKt—B 3		Kt×B		B×RP
16. Kt—R 2		**16.** Q×Kt		**16.** P—B 6
Kt—Kt 3 +		R—B sq +		Kt—B 7
		or		**17.** P—B 7 ch
		Q—K 2 +		K—B sq +

(*a*) Or 9. P—B 6, 10. P×P, B—K 2; 11. Castles, P—Kt 6+; or 11. P×P+; or 9. Kt—KB 3, 10. Kt—QB 3, Kt—R 4, 11. Q—Q 3, B—K 2+

(*b*) If (i.) 10. Castles, P—B 6; 11. P×P, P—Kt 6! followed by 12. Q×RP &c. If (ii.) 10. Q—Q 3, Kt—K 2; 11. Kt—QB 3, QKt—QB 3; 12. P—K 5, Q—KKt 3; 13. B—K 4, B—KB 4; 14. B×B, Q×B; 15. Q×Q, Kt×Q; 16. P—Q 5, Kt—Kt 5+; If (iii.) 10. Kt—QB 3, B—QKt 5; 11. Castles, B×Kt; 12. P×B, P—B 6 wins. After 10. Q—Kt 3; if 11. QB×P, P—B 3+

(*c*) If 11. K—Kt 2, which we consider best, Black escapes with a draw by perpetual check which is surely better than getting a lost position.

* Not 10. B—Kt 2 as given by Freeborough and Ranken.

(*d*) If (i.) 8. P—KKt 3, P—Q 4; 9. P—K 5, B—K 3; 10. B—KB 4, Kt—KB 3; 11. Q—B 4, B—Q 3; 12. P×P, P×B; 13. Kt—B 3, Kt—QB 3+; 14. B—K 5, Kt—KB 3; If (ii.) 8. B—KB 4, P—Q 4!; 9. Q—Q 2, P×KP; 10. Kt—B 3, Kt—B 3; 11. Castles QR, Q—K 2+; 12. K—Q 2 &c.

(*e*) If 9. K—Kt 3, 10. Kt—QB 3, B—Q 3!+ or if 9. K—Kt 2, 10. B—K 3, B×P ch; 11. K—Q 2, B×P; 12. P—K 5, P×B; 13. Q—Kt 6 ch, K—K 2.

N.B.—In col. 1, Black may also play 8. K—K sq, 9. P—Q 4, Kt—KB 3, 10. Kt—QB 3, Kt—R 4, 11. Q—Q 3, P—QB 3 (Falkbeer.)

In col. 5, Black may likewise play 8. P—Q 4, 9. B—B 4!, Kt—KB 3, 10. Q—Q 2!

TABLE CLIX.

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4	Kt—Kt 5
P—K 4	P×P	P—KKt 4	P—Kt 5	P—KR 3

1.	2.	3.	4	5
6. Kt×P				
K×Kt				
7. P—Q 4				
P—B 6 (*a*)				
8. P×P				
B—K 2				
9. B—B 4 ch				**9.**
P—Q 4 !				Kt—Kt 3
10. B×P ch			**10.**	**10.** Kt—QB 3
K—K sq !			K—Kt 2	B—Q 3 !+
11. B—K 3		**11.** Q—Q 3	**11.** B—K 3	
B×P ch		B×P ch	B×P ch	
12. K—Q 2		**12.** K—Q sq	**12.** K—Q 2	
P—KR 4		Kt—QB 3+	Kt—QB 3	
13. Kt—B 3			**13.** P—KB 4	
P—B 3			P—KR 4	
14. B—Kt 3			**14.** P—B 3	
B—Kt 4				
15. P—B 4	**15.** B×B			
B×P+	Q×B ch			
	16. K—Q 3			
	P—QKt 3+			

(*a*) Steinitz, in the *International Chess Magazine*, recommends this move.

TABLE CLX.

1.	2.	3.	4.	5.	6.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4	Kt—Kt 5	Kt×P
P—K 4	P×P	P—KKt 4	P—Kt 5	P—KR 3 !	K×Kt

1.	2.	3.	4.	5.
7. B—B 4 ch				
P—Q 4				
8. B×P ch			**8.**	
K—Kt 2			K—K sq	
9. B×P			**9.** P—Q 4	**9.**
P—B 6 ? (*a*)			Kt—KB 3	P—B 6
10. B×B !		**10.** B×R ?	**10.** Kt—B 3	**10.** P×P
Q×B		P×P	B—Kt 5	B—K 2
11. P×P		**11.** R—Kt sq (*c*)	**11.** B×BP	**11.** B—K 3 !
B—Q 3 (*b*)		Q×P ch	Kt×B	B×P ch
12. R—Kt sq		**12.** K—K 2	**12.** P×Kt	**12.** K—Q 2
P—Kt 6		P—Kt 6	B×Kt ch	P—KR 4
13. P—Q 4		**13.** K—K 3	**13.** P×B	**13.** Kt—B 3
Q—R 6 !		Q—Kt 4 ch	Q×P	P—B 3 !+*
14. P—K 5	**14.** Q—K 2	**14.** K—Q 3	**14.** Q—K 2 ch	
B—K 2 !	Kt—QB 3	B—R 3+	K—B 2	
15. B—K 3	**15.** B—K 3		**15.** Castles KR	
Kt—QB 3	KKt—K 2		K—Kt 3	
16. Q—K 2	**16.** Kt—B 3		**16.** B—K 5+	
R—QKt sq	Kt—Kt 3			
17. P—QKt 3	**17.** P—K 5			
B×RP	B—Kt 5			
18. Kt—QB 3	**18.** Castles QR+			
KKt—K 2				
19. Castles QR+				

(*a*) An unsound move of Zukertort.

(*b*) Steinitz suggests 11. P—KR 4 or 11. Kt—KB 3 but White should still get the better game.

(*c*) If 11. K—B 2 12. Q×Q &c.
P×R Queen's P—B 3

* Black's game, however, is exposed, and White's pawns are strong.
If 13. Kt—KB 3 ? 14. R×B 15. Kt×Kt 16. Q—R sq 17. R×P 18. Q×R ch+
Kt×B P—B 3 P×Kt R×R

TABLE CLXI.—(The Hampe-Algaier Gambit.)

1. P—K 4	**2.** Kt—QB 3	**3.** P—B 4	**4.** Kt—B 3
P—K 4	Kt—QB 3	P×P	P—KKt 4

5. P—KR 4 P—Kt 5 **6.** Kt—KKt 5 P—KR 3 * **7.** Kt×P K×Kt

1.	2.	3.	4.	5.
8. P—Q 4 P—Q 3 (*a*)			**8.** P—Q 4 !	
9. B×P Kt—B 3	**9.** B—Kt 2 ?		**9.** P×P ! Q—K 2 ch !	**9.** QKt—K 2 ?'(*b*)
10. B—B 4 ch K—Kt 2	**10.** B—B 4 ch K—Kt 3		**10.** K—B 2 P—Kt 6 ch	**10.** B—QB 4 K—Kt 2 !
11. Castles B—K 2	**11.** B—K 3 K—R 2 !	**11.** P—K 5 B—B 4	**11.** K—Kt sq Kt×QP	**11.** B×KBP Kt—KB 3 (*c*)
12. Q—Q 2 B—Q 2 +	**12.** Q—Q 3 or Q 2 +	**12.** B—Q 3 P—KR 4	**12.** Q×Kt Q—Q 4	**12.** B—K 5 Kt—KKt 3
		13. B×B ch K×B	**13.** Kt—K 2 B—Q 3 +	**13.** P—R 5 +
		14. Q—Q 3 ch K—K 3		
		15. Q—Kt 6 ch +		

N.B.—The Hampe-Algaier offers better chances of success than the ordinary Algaier Gambit, as it leads to more complicated positions.

* If 6. P—Q 3 7. P—Q 4 ! P—KR 3 8. Kt×P K×Kt 9. B—B 4 ch K—K sq ! 10. B×P B—Kt 2 11. B—K 3 Kt—QR 4 ! + followed by B—K 3 + or Kt—K 2 + (*International C. M.*) Or if 7. B—B 4 Kt—K 4 8. B—Kt 3 P—KR 3 9. P—Q 4 P×Kt 10. P×Kt P×P (or 10. P—QB 3 11. Q—Q 4 B—Kt 2 12. Q×QP Q—K 2 +) 11. B×P ch K—K 2 12. Q×Q ch K×Q 13. B×Kt R×B 14. P×P B—K 3 + followed by P—QB 3 and K—K 2 &c.

(*a*) If 8. P—B 6 9. P×P B—K 2 10. B—K 3 P—Q 3 ! 11. B—B 4 ch K—Kt 2 12. P—B 4 Kt—KB 3 13. P—Q 5 ! Kt—K 4 (or 13. P—QR 4 14. B—K 2 !) 14. B—K 2 P—QKt 3 15. P—R 5 followed by 16. Q—Q 2 and Castles QR with a strong attack. Again, if 8. B×QKt 5 9. B×BP P—Q 4 10. B—K 2 Kt—KB 3 ! 11. Castles B×QKt 12. P×B K—Kt 2 13. P—QB 4 Kt×KP 14. BP×P Q×QP 15. P—QB 4 Q—KR 4 ! 16. P—Q 5 wins.

(*b*) If 9. Q—K sq ch 10. B—K 2 P—B 6 11. P×P P×P 12. Castles &c.

(*c*) If 11. Kt—Kt 3 12. B—K 5 ch Kt—B 3 13. P—R 5 Kt×B 14. P×Kt Kt—R 2 15. Q—Q 3 +

THE KING'S BISHOP'S GAMBIT

1. P—K 4 / P—K 4 **2.** P—KB 4 / P×P **3.** B—B 4

styled by Jaenisch "an imperishable monument of human wisdom," is still, we believe, the strongest of all the Gambits on the King's side. For although, against the old classical defence recommended by *Lopez* and *Gianutio*, it should result either in an even game or unfavourably for the first player, it leads against all other defences to a far more enduring attack than the King's Knight's or *Greco-Philidor* Gambit; and the favourite *Bilguer* Counter Gambit of 3. P—Q 4 erroneously advocated by Zukertort, certainly yields no advantage to the defence. The critic of the *Athenæum* declared the author to be "ignorant of Chess" for expressing the foregoing opinion of the strength of the Bishop's Gambit in 1874. Recent analyses, however, by the first German and Italian masters (*see* Tables CLXII., CLXIII., CLXIV., and CLXV. of the present work [embodying some of the best illustrations of this *début* from games in the Breslau Tourney of 1889 between Metger, Tarrasch, and others]) superabundantly prove the author to have been right and his critic wrong. Such is the incompetent Chess criticism of the *Athenæum!*

In the Bilguer Counter Gambit 3. P—Q 4 some experts disapprove of the advance of the White Pawn to K 5 on the 10th move (*see* col. 3, p. 184); but there is a wide divergence of opinion among the authorities as to which is Black's best 10th move in reply to 10. K—Kt sq.

Rosenthal prefers 10. Q—Kt 3, while Salvioli inclines to 10. P—Kt 5.

Again (*see* p. 191, Table CLXIX., col. 1), Salvioli, in opposition to the *Handbuch*, says that White can get the better game by 8. Q—K sq instead of 8. Q—K 2.

Where such eminent authorities entertain such diametrically opposite opinions, we do not, in most cases, presume to decide; but give both continuations, leaving the student to form his own opinion; but we think Steinitz and Salvioli are more reliable, as a rule, than the *Handbuch*.

TABLE CLXII.—(Bilguer Counter Gambit.)

1. P—K 4 / P—K 4 **2.** P—KB 4 / P×P **3.** B—B 4 / P—Q 4 **4.** B×P / Q—R 5 ch
5. K—B sq / P—KKt 4! **6.** Kt—QB 3 / B—Kt 2! **7.** P—Q 4 / Kt—K 2

1.	2.	3.	4.	5.
8. Kt—B 3 / Q—R 4				
9. P—KR 4 / P—KR 3				
10. K—Kt sq ! / Q—Kt 3 ! (*a*)	**10.** / P—Kt 5	**10.** P—K 5 / Castles !		**10.** / QKt—B 3 ?
11. B—QB 4 ! (*b*) / B—Kt 5	**11.** Kt—K 5 ?* / B×Kt	**11.** B—K 4 ! / P—QB 4	**11.** K—Kt sq ? / P—Kt 5	**11.** B×Kt ch ! / Kt×B (*e*)
12. QKt—Kt 5 / Kt—R 3	**12.** P×B / Kt—KKt 3 (*c*)	**12.** Kt—K 2 / QKt—B 3	**12.** Kt—K sq / R—Q sq	**12.** Kt—Q 5 / Castles
13. B—Q 3 / Q—Kt 3	**13.** Kt—K 2 / P—B 6	**13.** K—Kt sq / Kt×QP	**13.** Kt—Q 3 / Kt×B	**13.** Kt×QBP / R—Kt sq
14. P—B 3 / Castles QR	**14.** Kt—B 4 / Q×KP	**14.** P×P / Kt×Kt ch	**14.** Kt×Kt / R×Kt	**14.** P—B 3 / R—Q sq
15. P—R 4 / K—Kt sq	**15.** Kt×Kt / P×Kt	**15.** B×Kt / Q×P	**15.** Kt×P / Q×KP	**15.** Q—K 2 / P—Kt 5
16. P—QR 5 / Q—K 3	**16.** B—K 3 / P—B 3 ?	**16.** QB×P — / —	**16.** Kt×R / Q×Kt + (*d*)	**16.** Kt—K sq / Q—B 4
17. B—Q 2 / P—QB 3	**17.** B—Q 4 — / Q—Kt 6 —			**17.** Kt—Kt 5 +
18. Kt—R 3 / Kt—B 2				
19. Q—KB sq ! +				

N.B.—In col. 1 above, White may also play 8. B—QB 4 when the usual continuation is 8. QKt—B 3 / 9. Kt—B 3 / Q—R 4 / 10. P—KR 4! (if 10. Kt—K 2? / B—Kt 5 / 11. K—B 2 / Castles QR +)
Also in col. 1, White may play 10. B—QB 4 / QKt—B 3 / 11. Kt—K 2 / B—Kt 5 / 12. K—B 2 / Q—Kt 3 ! &c.

(*a*) 10. P—Kt 5 ? transposes into col. 2 of Table CLXV., where it is exhaustively analysed.
10. Q—Kt 3 is advised by Rosenthal. If, in col. 1, White play 10. Q—Q 3 / Castles + (*b*) Best according to Salvioli. If 11. P—R 5 / Q—Kt 3 or if 11. Kt—K 5 / Q—Kt 3 or 11. B×Kt &c.

* 11. Kt—K sq is best (see col. 2, Table CLXV.), where the same position occurs by a transposition of moves.

(*c*) If 12. P—QB 3 / Q×P / 13. B—Kt 3 / Kt—Kt 3 / 14. Q—B sq / P—Kt 6 / 15. P—R 5 / B×P ch / 16. Q—K sq / 16. K—K 2 ! / 17. Q—B 4 / Kt—B sq / 18. R—R 4 wins. See also next Table is also good
CLXIII., col. 3.

(*d*) Columns 3 and 4 from Herr Berger's analysis.

(*e*) If 11. P×B / 12. Kt—K 4 / P—Kt 5 / 13. Kt—K sq + In col. 1, if 11. P—Kt 5 / 12. Kt—K sq

TABLE CLXIII.—(Bilguer Counter Gambit.)

1.	2.	3.	4.	5.
P—K 4	P—KB 4	B—B 4	B×P	K—B sq
P—K 4	P×P	P—Q 4	Q—R 5 ch	P—KKt 4

6.	7.
Kt—QB 3	P—Q 4
B—Kt 2	Kt—K 2

1.	2.	3.	4.	5.
8. Kt—B 3				
Q—R 4				
9. P—KR 4				
P—KR 3				
10. K—Kt sq		**10.**		
Q—Kt 3		P—Kt 5		
11. Kt—K 5 ?	**11.** P×P	**11.** Kt—K 5		
B×Kt	P×P	B×Kt		
12. P×B	**12.** R×R	**12.** P×B		**12.**
P—QB 3 !	B×R	Kt—KKt 3		Q×KP
13. B—Kt 3	**13.** Q—Q 3	**13.** Kt—K 2		**13.** Q—B sq
R—Kt sq !	P—QB 3	P—B 6		P—B 6
14. P×P	**14.** B—Kt 3	**14.** Kt—B 4		**14.** P×P
Q×KtP	B—Kt 5	Q×KP		Q—Kt 6 ch
15. Q—B 3	**15.** K—B 2	**15.** Kt×Kt		**15.** Q—Kt 2
Kt—Kt 3	Kt—Q 2	P×Kt		Q×BP
16. R—R 5	**16.** Kt—K 2	**16.** B—K 3		**16.** Q×Q
Kt—R 5	Castles +	Kt—B 3 ! (*a*)		P×Q
17. R×Kt		**17.** Q—Q 2		**17.** K—B 2
Q×R		R—B sq		P—QB 3
18. QB×P		**18.** R—KB sq		**18.** B—Kt 3
B—K 3		B—K 3 !		B—Kt 5
19. R—KB sq		**19.** B×Kt ch	**19.** B×P	**19.** P—R 5
Kt—Q 2		P×B	Kt—Q 5 wins (*d*)	Kt—Q 2
20. Q—K 3		**20.** Q—B 3 !		**20.** B—B 4
Castles ! +		Q×P		Castles QR
		21. P—KKt 3 (*b*)		**21.** QR—KKt sq
		B—B 5 ! + (*c*)		P—KB 4— (*e*)

(*a*) Given as best by Salvioli. In preceding Table CLXII., p. 184, col. 2, the weaker continuation 16. P—B 3 is given.

(*b*) If 21. B—B 5, Castles; 22. R—K sq, Q—KB 5 +

(*c*) Continued 22. R—B 2, B—K 7 wins

(*d*) If 19. P—B 3, Castles; 20. B×P, B×B; 21. B×R, B×KP wins

(*e*) Equal game 22. P×P, B×P; 23. K×P—, —

TABLE CLXIV.—(Bilguer Counter Gambit.)

1. P—K 4 / P—K 4 **2.** P—KB 4 / P×P **3.** B—B 4 / P—Q 4 **4.** B×P / Q—R 5 ch **5.** K—B sq / P—KKt 4

6. Kt—KB 3 / Q—R 4 **7.** P—KR 4 / B—Kt 2!

1.	2.	3.	4.	5.
8. K—B 2 / P—Kt 5				
9. Kt—Kt 5 / P—Kt 6 ch				
10. K—K sq / Q×Q ch				
11. K×Q / QKt—B 3		**11.** ——— / B—KKt 5 ch? (*b*)		
12. P—B 3! / B—Kt 5 ch		**12.** K—K sq / Kt—QB 3		
13. K—B 2 / Kt—Q sq		**13.** B×Kt ch! / P×B	**13.** B—Kt 3 / Kt—Q 5	**13.** B×P ch? (*c*) / K—K 2
14. P—Q 4! / P—KB 3		**14.** Kt—QB 3 / Kt—B 3	**14.** R—B sq+	**14.** B—Kt 3 / Kt—Q 5
15. Kt—KR 3 / B×Kt!	**15.** ——— / P—B 6?	**15.** P—Q 3 / Kt—R 4		**15.** R—B sq (*d*) / R—KB sq+
16. R×B / B—R 3	**16.** Kt—B 4 / B—R 3!	**16.** Kt—K 2+		
17. Kt—Q 2 / P—B 3	**17.** P×P / B×P			
18. B—Kt 3 / Kt—B 2	**18.** R—K sq! / P—B 3			
19. B×Kt ch / K×B	**19.** B—B 4+			
20. Kt—B 4 / K—K 3				
21. B—Q 2+ (*a*)				

(*a*) Salvioli. See also next Table CLXV., cols. 1 & 2. Continued 21. P—KB 4 / 22. P×P ch / K×P 23. R—KB sq / Kt—B 3 24. R×KtP / Kt—Q 4 25. R(Kt 3)—B 3 / KR—KKt sq 26. P—KKt 3 wins. We give Salvioli's analysis in full.

(*b*) The *Handbuch* is utterly wrong in giving this as a winning move for Black; Salvioli shows it to be bad.

(*c*) This is the weak move, given by the German school, but demolished by the Italian master.

(*d*) If 15. P—B 3 / Kt—K 7 16. Kt—QR 3 / P—KR 3 &c.

TABLE CLXV.—(Bilguer Counter Gambit.)

1. P—K 4	2. P—KB 4	3. B—B 4	4. B×P	5. K—B sq
P—K 4	P×P	P—Q 4	Q—R 5 ch	P—KKt 4!

1.	2.	3.	4.	5.
6. Kt—KB 3				
Q—R 4				
7. P—KR 4				
B—Kt 2! (*a*)				
8. K—B 2!	8. Kt—B 3			
P—Kt 5	P—KR 3			
9. Kt—Kt 5	9. P—Q 4			
P—Kt 6 ch	Kt—K 2 (*b*)			
10. K—K sq	10. K—Kt sq			
Q×Q ch	P—Kt 5			
11. K×Q	11. Kt—K sq!			
QKt—B 3!	P—B 6 (*c*)			
12. P—B 3!	12. P×P		12. B—K 3 (*e*)	
B—Kt 5 ch	P×P		QKt—B 3	
13. K—B 2	13. K—B 2		13. B×Kt ch	13. P—KKt 3! (*f*)
Kt—Q sq	QKt—B 3		P×B	B—K 3
14. P—Q 4!	14. P—K 5	14.	14. Kt—Q 3	14. B×Kt ch
P—KB 3	B—KKt 5	B—B 4	Kt—Kt 3	P×B
15. Kt—KR 3	15. KB×P (B6)	15. KB×P (B6)	15. P—KKt 3 +	15. Kt—Q 3
B×Kt!	B×B			Kt—Kt 3
16. R×B	16. Q×B			16. Kt—R 4
B—R 3	Q×Q ch			R—Q sq
17. Kt—Q 2	17. Kt×Q			17. P—B 3
P—B 3	Castles QR			Castles
18. B—Kt 3	18. Kt—K 2 + (*d*)			18. Kt—B 5 + (*g*)
Kt—B 2				
19. B×Kt ch +				

(*a*) If 7. ——— 8. B×P ch 9. Kt—K 5 10. Q—R 5 ch 11. Kt—Kt 6 ch 12. Kt×R
P—KR 3? Q×B Q—Kt 2 (or B 3, K—K 2 K—Q sq Q×Kt
13. P×P 14. P—B 3 15. P—Q 4 16. K—K sq 17. Q—B 3 18. B×P &c.
Kt—QB 3! B—K 3 B—B 5 ch Q—R 2 K—Q 2

(*b*) Irrelevant and Ranken wrongly declare the game to be now in Black's favour.

(*c*) Gattle prefers 11. ——— 12. Kt—Kt 5! 13. Kt×BP! (if 13. B×P? 14. P×Kt
QKt—B 3 Castles! Kt×B Q×QP
15. Kt×BP 16. Q—Q 2 17. Kt—Q 3 18. K—B sq 19. Q×Kt 20. Kt×Q
Q—K 5 Kt×P Kt—K 7 ch Kt×B Q×Q B×P
21. K—Q(Kt sq) 13. 14. B—K 3 15. P×P (If 15. P—KKt 3 followed
B—K 4 + P—B 6 E—Kt sq K—R sq
by 15. 16. Q×P 17. Q—B 2 18. Kt—Kt 5 19. P×Kt
P—B 4 &c.) P×P B—Kt 5 QR—B sq Kt—B Q×QP
20. Kt—B 3, but thinks it doubtful whether Black's better development counter-
Q—Q 2
balances loss of Pawn. (*Chess Monthly*, vol. i., p. 179. We think it does, and would
take Black for choice. If, in this variation 18. B×Kt 19. Kt—B 5 20. Kt—B 5
P×B Q—QKt 4 Q×P +

If 11. ——— 12. B—B 4
P—QB 3 P—B 6!

(*d*) This column is similar to col. 2 in the first Table of this opening by a transposition of moves, up to the first eleven moves.

(*e*) Rosental advises 12. P—KKt 3 followed by B—K 3 and Kt—Q 3 and prefers the White.

(*f*) 13. P×P loses time, and affords Black the opportunity of Castling QR.

(*g*) (Metger *v.* Tarrasch.) Continued 18. ——— 19. Kt—B 4! 20. B×Kt 21. P—K 5 +
B—B sq Kt×Kt P—B 4

(*Breslau Tourney Book*, p. 65).

TABLE CLXVI.—(Bilguer Counter Gambit.)

1. P—K 4	2. P—KB 4	3. B—B 4
P—K 4	P×P	P—Q 4

1.	2.	3.	4.	5.
4. B×P				
Q—R 5 ch				
5. K—B sq		5.		5.
P—KKt 4!		P—QB 3		Kt—K 2?
6. Kt—QB 3		6. B—B 4 (*a*)		6. Kt—QB 3
Kt—K 2?		P—KKt 4		P—KKt 4
7. Kt—B 3		7. Kt—KB 3		7. Kt—B 3+
Q—R 4		Q—R 4		
8. P—KR 4	8.	8. P—KR 4	8.	
P—QB 3	P—KR 3	B—Kt 2!	P—KR 3?	
9. B—Kt 3	9. B×P ch	9. K—Kt sq (*b*)	9. B×P ch	
P—Kt 5	Q×B	P—KR 3	Q×B	
10. Kt—KKt 5+	10. Kt—K 5	10. P—Q 4+	10. Kt—K 5	
	Q—B 3		Q—Kt 2	
	11. Q—R 5 ch		11. Q—R 5 ch	
	K—Q sq		K—Q sq	
	12. Kt—B 7 ch		12. Kt—B 7 ch !	
	K—Q 2		K—B 2	
	13. Kt×R		13. Kt×R	
	Q×KKt		Q×Kt	
	14. P×P+		14. P×P	
			Kt—Q 2	
			15. P—Q 3	
			B—Q 3	
			16. Kt—QB 3+ (*c*)	

(*a*) Or 6. B—Kt 3 P—KKt 4 7. P—Q 4 B—Kt 2 8. Kt—QB 3 Kt—K 2 (If 8. P—KR 3 9. P—K 5 B—B 4 10. B—Q 2 Kt—K 2 11. B—B 4!+) 9. Kt—B 3 Q—R 4 10. P—KR 4! P—KR 3 11. Kt—K 5 Q×Q ch 12. Kt×Q B×Kt 13. P×B R—Kt sq 14. P×P P×P 15. Kt—B 2!+ (Salvioli).

(*b*) If 9. K—B 2? P—Kt 5 10. Kt—Kt 5 P—Kt 6 ch 11. K—K sq Q×Q ch 12. K×Q B—Kt 5 ch 13. K—K sq Kt—KR 3+

(*c*) Or 16. Q—B 7 P—Kt 3 17. B×P Q×P ! 18. B×B ch K×B 19. Q—B 4 ch K—K 2 20. P×P+

TABLE CLXVII.—(Bilguer Counter Gambit.)

1.	2.	3.
P—K 4	P—KB 4	B—B 4
P—K 4	P×P	P—Q 4

1.	2.	3.	4.	5
4. B×P !		**4.**	**4.** P×P ?	
Q—R 5 ch		Kt—KB 3	Q—R 5 ch	
5. K—B sq		**5.** Q—K 2 (*a*)	**5.** K—B sq	**5.**
B—Q 3		Kt×B	B—Q 3 *	P—B 6 ?
6. P—Q 4	**6.** Kt—KB 3	**6.** P×Kt dis ch	**6.** P—Q 4	**6.** B—Kt 5 ch
Kt—K 2	Q—R 4	B—K 2	Kt—K 2+	P—B 3
7. Kt—QB 3	**7.** Q—K 2	**7.** Q—B 3		**7.** KKt×P+
P—KB 3	P—KB 3	B—R 5 ch		
8. Q—K 2	**8.** P—Q 4	**8.** P—KKt 3		
P—B 3	Kt—K 2	P×P		
9. B—Kt 3	**9.** Kt—B 3	**9.** P×P —		
B—KKt 5	P—B 3	—		
10. Q—B 2	**10.** B—Kt 3			
Q×Q ch	B—KKt 5			
11. K×Q	**11.** P—KR 3			
QKt—Q 2	Kt—Kt 3			
12. Kt—B 3 —	**12.** K—Kt sq —			
Castles QR —	B×Kt —			

(*a*) Or 5. Kt—QB 3 6. Kt—B 3 7. QP×B 8. B—B 4 9. K×Q 10. QB×P
B—QKt 5 B×Kt P—B 3 Q×Q ch Castles Kt×P
11. R—K sq — (Salvioli).
—

* Black may also play 5. P—KKt 4 and the game then proceeding on the same lines as in Tables CLXII. and CLXIII.; it will be seen that the White Pawn at Q 5 occupies a square which ought to be left available for the White Knight.

TABLE CLXVIII.—(Lopez Counter Gambit.)

1. P—K 4 / P—K 4 **2.** P—KB 4 / P×P **3.** B—B 4 / P—KB 4

1.	2.	3.	4.	5.
4. Q—K 2 / Q—R 5 ch				
5. K—Q sq / P×P				
6. Q×P ch!* / Kt—K 2!	**6.** / B—K 2?		**6.** Kt—QB 3 / K—Q sq!	**6.** / B—K 2
7. Kt—QB 3 / P—QB 3	**7.** P—Q 4 / Kt—KB 3	**7.** B×Kt / R×B	**7.** B×Kt / R×B	**7.** B×Kt / R×B
8. Kt—KB 3 / Q—Kt 5	**8.** Q×BP / Q×Q	**8.** Kt—KB 3 / Q—R 4	**8.** Q×P / P—KKt 4	**8.** Kt—Q 5 / K—Q sq
9. R—K sq / P—Q 4	**9.** B×Q / P—Q 4	**9.** R—K sq / Kt—B 3	**9.** Kt—B 3 / Q—R 4	**9.** Q×KP / R—K sq
10. B×P / P×B	**10.** B—Q 3 / B—Kt 5 ch	**10.** Kt—B 3 / P—Q 3	**10.** Kt—Q 5 / Q—Kt 3+	**10.** Kt—KB 3 / Q—R 4
11. Kt×P / Kt—QB 3	**11.** Kt—K 2 / Kt—B 3	**11.** P—Q 3 / B—B 4		**11.** Kt×KBP— / —
12. Kt—B 7 ch / K—Q sq	**12.** P—B 3— / Castles QR—	**12.** Q—QB 4 / Castles QR		
13. Kt×R / Q×P		**13.** Kt—Q 5 / B—B 3		
14. Q×P (*a*) / B—Kt 5		**14.** Kt×KBP / Q—Kt 5		
15. Q—Q 6 ch / K—K sq		**15.** P—KR 3— / Q—Kt 6—		
16. Kt—B 7 ch / K—B 2 wins				

* We consider this White's strongest move, as offering better *chances* than any other line of play, though Steinitz's defence 6. Kt—K 2 yields Black the better game.

(*a*). If **14.** Kt—Kt 5 / Q×RP **15.** P—B 3 / Q—R 4 ch **16.** Q—B 3 / Q×Q ch! **17.** Kt×Q / B—Kt 5 **18.** R—B sq / Kt—K 4 wins.

TABLE CLXIX.—(Lopez Counter Gambit.)

1. P—K 4 — P—K 4 **2.** P—KB 4 — P×P **3.** B—B 4 — P—KB 4

1.	2.	3.	4.	5.
4. Kt—QB 3 * — Q—R 5 ch (*a*)	**4.** P—Q 3 — Q—R 5 ch		**4.** P—K 5 — P—Q 4	**4.** P×P — Q—R 5 ch
5. K—B sq — P×P	**5.** K—B sq — P×P		**5.** P×P *en pass* — B×P	**5.** K—B sq — P—B 6
6. Kt×P — Kt—KB 3 ! (*b*)	**6.** P×P (*d*) — B—B 4		**6.** Kt—KB 3 — Q—B 3	**6.** P—Q 4 — P×P ch
7. Kt—KB 3 — Q—R 3 !	**7.** Q—B 3 ! — B×Kt	**7.** — Kt—K 2	**7.** Castles — Kt—B 3	**7.** K×P — Kt—KB 3
8. Q—K 2 — B—K 2	**8.** R×B — Kt—KR 3	**8.** B×P (*e*) — R—B sq	**8.** P—Q 4 — P—KKt 4	**8.** Q—K 2 ch — K—Q sq
9. P—Q 4 — R—B sq + (*c*)	**9.** Kt—B 3 — Kt—Kt 5 +	**9.** P—KKt 3 — Q—B 3	**9.** R—K sq ch — KKt—K 2	**9.** B—K 3 — Kt—B 3
		10. P—K 5 (*f*) — Q—QKt 3	**10.** Kt—B 3 — B—Q 2	**10.** P—B 3 — P—Q 4
		11. QKt—B 3 — P—KKt 4	**11.** Kt—Q 5 — Q—Kt 2 +	**11.** B—Kt 3 — B—Q 3
		12. Q—R 5 ch — Q—KKt 3 +		**12.** Kt—Q 2 — R—K sq +

N.B.—In col. 1 Salvioli gives **8.** Q—K sq ! — B—K 2 **9.** P—Q 4 — P—Q 4 ? **10.** Kt×Kt ch — Q×Kt **11.** B×QP — P—B 3 **12.** B—Kt 3 — B—KKt 5 **13.** B—Q 2 ! — K—Q sq **14.** B—B 3 — B×Kt **15.** P×B +

* Declared weak by Jaenisch. But, as all other attacks will be found unsatisfactory, we agree with Freeborough and Ranken in considering the old Lopez-Gianutio Counter Gambit of **3.** P—KB 4 favoured by Philidor and Ercole del Rio, to be Black's best defence to the Bishop's Gambit.

(*a*) If **4.** Kt—KB 3 — **5.** P—K 5 — Kt—Kt 5 — **6.** Kt—B 3 — P—Q 3 — **7.** P—Q 4 — P×P — **8.** P×P — Q×Q — **9.** Kt×Q — Kt—QB 3 — **10.** B×P +

(*b*) Bird gives the bad move **6.** P—QB 3 and says Black should lose, whereas by **6.** Kt—KB 3 he can get the advantage.

(*c*) Freeborough and Ranken give **9.** P—Q 4 leading to an even game by **10.** Kt×Kt ch — Q×Kt **11.** B×QP — P—B 3 **12.** B—Kt 3 — B—KKt 5 &c.; but we believe **9.** P—Q 4 to be inferior to Sorensen's move **9.** R—B sq as above, given on p. 249 of our first edition. The *Handbuch* is utterly wrong in preferring Black's game after **9.** P—Q 4, since the variation above quoted should result in White's favour, on account of **13.** B—Q 2 ! — K—Q sq **14.** P—Q 5 — R—K sq **15.** B—B 3 ! — Q—B sq **16.** Q—Q 2 ! — B×Kt **17.** P×B — B—Q 3 (if **17.** K—B 2 **18.** P×P &c.) **18.** P×P — Kt×P **19.** B×P + (Tschigorin *v.* Hellwig).

(*d*) If **6.** B×Kt — R×B ! +

(*e*) If **8.** Kt—QB 3 — QKt—B 3 **9.** B×P — Kt—Q 5 wins.

(*f*) Or **10.** Kt—Kt 2 — P—KKt 4 **11.** Q—R 5 ch — Q—Kt 3 **12.** Q×Q — Kt×Q **13.** B×P — R—B 7 ch **14.** K—R 3 — P—Q 4 ch wins.

TABLE CLXX.—(Prussian Defence.

1. P—K 4	2. P—KB 4	3. B—B 4
P—K 4	P×P	Kt—KB 3

1.	2.	3.	4.	5.
4. Kt—QB 3			**4.**	
B—Kt 5			Kt—B 3	
5. P—K 5			**5.** Kt—B 3	
P—Q 4*			B—Kt 5	
6. B—Kt 5 ch	**6.**		**6.** Castles ! (*d*)	**6.**
KKt—Q 2 !	P—QB 3 ?		P—Q 3 !	B×Kt ?
7. Kt×P	**7.** P×Kt		**7.** P—Q 3	**7.** QP×B
B—QR 4	P×B		Kt—K 4	Kt×P
8. P—QKt 4 (*a*)	**8.** Q—K 2 ch		**8.** B—Kt 3—	**8.** B×P ch
P—QB 3	B—K 3		Kt—Kt 3—	K×B
9. P×B	**9.** Q×P ch			**9.** Q—Q 5 ch+
Kt×KP	Kt—B 3			
10. Kt×P	**10.** P×P !	**10.** Kt—B 3 ?	N.B.—In column 4 White may	
Q—Q 5	R—KKt sq	Castles ! (*c*)	also play **7.** Kt—Q 5 in lieu	
11. B—R 3	**11.** Kt—KB 3+	**11.** P×P	of **7.** P—Q 3 as above, *e.g.*	
Q×Kt		R—K sq	**7.** Kt—Q 5 **8.** P—B 3 ! &c.	
12. P—KKt 3		**12.** Castles	Castles !	
Q—K 5 ch		P—QR 3+		
13. Q—K 2				
B—KB 4 !				
14. B—Q 3				
Q×Q ch				
15. K×Q—				
Kt×B— (*b*)				

* If 5. B×Kt 6. QP×B Q—K 2 7. Q—K 2 Kt—Kt sq 8. B×P Kt—QB 3 9. Kt×B 3 P—KR 3 10. Castles QR P—QKt 3 11. Kt—Q 4+

(*a*) If 8. Kt×BP P—QB 3 9. B—R 4 Kt×KP &c.

(*b*) Continued 16. P×Kt Kt—Q 2 17. P—Q 4 Castles QR (drawn game by correspondence between the author and Ranken).

(*c*) Salvioli, the *Handbuch*, and *Schachzeitung* give the bad continuation 10. Q×P 11. Q×KtP R—QB sq 12. Kt×P Q—B 4 13. Kt—B 7 ch R×Kt 14. Q×R Q—K 5 ch 15. K—Q sq Castles 16. P—Q 3 Q—Kt 3 17. Q×P (B 4) P—B 3 18. Q—K 4 Q×P 19. R—KKt sq+

(*d*) If 6. P—K 5? P—Q 4 7. B—Kt 5 Kt—K 5 8. Castles P—Kt 4+

TABLE CLXXI.—(Prussian Defence.)

1. P—K 4 / P—K 4 **2.** P—KB 4 / P×P **3.** B—B 4 / Kt—KB 3 *

1.	2.	3.	4.	5.
4. Kt—QB 3 / Kt—B 3				
5. Kt—B 3 / B—Kt 5		**5.** ——— / Kt—QR 4 (*c*)		**5.** P—Q 4 / B—Kt 5+
6. Kt—Q 5 / Kt×KP	**6.** P—K 5 / P—Q 4	**6.** B—K 2 / P—Q 4	**6.** Q—K 2 / Kt×B	
7. Q—K 2 / Castles! (*a*)	**7.** B—Kt 3! (*b*)	**7.** P—K 5 / Kt—K 5	**7.** Q×Kt / P—QB 3	
8. P—B 3 / B—Q 3!		**8.** P—Q 3 / Kt×Kt	**8.** P—K 5 / Kt—R 4	
9. Castles / R—K sq		**9.** P×Kt / P—KKt 4	**9.** Castles or P—B 3— / —	
10. R—K sq / Kt—R 4+		**10.** Castles / P—KR 3+		

* If 3. ——— / Q—R 5 ch 4. K—B sq / P—Q 3 5. Kt—KB 3 / Q—R 4 6. P—Q 4 / P—KKt 4 7. Kt—B 3 / Kt—K 2 8. P—KR 4 / P—KB 3 (Bird)
9. P—K 5! / B—Kt 2 10. Kt—Kt 5! / kt—B 4! &c. If 10. ——— / QP×P 11. Kt×P ch / K—Q sq 12. QP×P+; or
if 10. ——— / Kt—R 3 11. P×QP / P—Kt 5 12. Q—K sq / P×P 13. Kt×P ch / K—B sq 14. B—B 7! / Q—R 3
15. P—KKt 3! / P—B 4! (if 15. ——— / P×Kt 16. B×P / B—Kt 5 17. B×Q / B×B 18. Q—K 4! / R—Q sq 19. R—K sq / Kt—B 3
20. Q×B / R×Kt 21. B—R 5 wins) 16. B×P / Q—B 3 17. Kt—K 5+ or 17. B—K 5+ or Black
may play 8. ——— / P—KR 3 in foregoing variation.

(*a*) If 7. ——— / P—B 4 8. P—B 3 followed by P—Q 3 and wins.

(*b*) If 7. B—Kt 5 / Kt—K 5 8. Castles / P—KKt 4! 9. Q—K sq / Kt×Kt 10. Kt P×Kt / B—K 2+ (Schmid *v.* Wayte, *La Stratégie*, Nov. 1880, p. 333.)

(*c*) Ranken (*Chess Player's Chronicle*, vol. iv., No. 48, p. 274).

ILLUSTRATIVE GAMES.

	Metger.	Burn.		Metger.	Tarrasch.
1.	P—K 4	P—K 4	**16.** K—K sq	Q—R 2	First 6 moves on each side same as in the preceding game
2.	P—KB 4	P×P	**17.** Q—B 3	K—Q 2	
3.	B—B 4	P—Q 4	**18.** B×P	R—K sq	
4.	B×P	Q—R 5 ch	**19.** Kt—Q 2	B—Q 4	
5.	K—B sq	P—KKt 4	**20.** Q—Kt 4 ch	B—K 3	
6.	Kt—KB 3	Q—R 4	**21.** Q—K 2	Q—Kt 3	
7.	P—KR 4	P—KR 3 ?	**22.** Q—R 5	Q×Q	
8.	B×P ch	Q×B	**23.** R×Q	B—B 2	
9.	Kt—K 5	Q—Kt 2	**24.** R—R 3 (*a*)	P—KR 4	
10.	Q—R 5 ch	K—K 2	**25.** K—K 2 (*b*)	B—K 3	
11.	Kt—Kt 6 ch	K—Q sq	**26.** KR—R sq	B—KKt 5	
12.	Kt×R	Q×Kt	**27.** K—Q 3	KKt—K 2	
13.	P×P	Kt—QB 3 !	**28.** QR—KB sq	B—Kt 2	
14.	P—B 3	B—K 3	**29.** B—K 3 ? (*c*)	Kt—Q sq	
15.	P—Q 4	B—B 5 ch	Drawn after 3 moves		
			7. P—KR 4	B—Kt 2 !	
			8. P—Q 4	Kt—K 2	
			9. Kt—QB 3	P—KR 3	
			10. K—Kt sq	P—Kt 5	
			11. Kt—K sq	P—B 6	
			12. B—K 3	QKt—B 3	
			13. P—KKt 3	B—K 3	
			14. B×Kt ch	KtP×B	
			15. Kt—Q 3	Kt—Kt 3	
			16. Kt—R 4	QR—Q sq	
			17. P—B 3	Castles	
			18. QKt—B 5	B—QB sq	
			19. Q—R 4 ? (*d*)	P—B 4 !	
			20. P×P (*e*)	Kt—K 2	
			21. Kt—K 6	Q×BP	
			22. Kt(K 6)—B 4	Kt—Q 4	
			23. R—K sq	QR—K sq	
			24. K—B 2	K—R 2	
			25. B—Q 2	R—K 7 ch	
			26. R×R	P×R	
			27. Kt—B 5 !	Kt×Kt	
			28. B×Kt	Q—Q 4	
			29. R—KKt sq	Q—B 6 ch	
			30. K—K sq	B—B 4	
			31. Q—B 4	R—QKt sq	
			32. P—Kt 3	R—K sq	
			33. K—Q 2	P Queens	
			34. R×Q	R×R	
			35. K×R	B—B 7	
			36. B×BP	P—KR 4	
			37. B—B 4	B—Kt 3	
			38. P—Kt 4 ?	B—B 3	
			39. P—R 4 ?	B×RP	
			40. P×B	Q×B	
			41. Kt—K 6	Q—K 6 ch	
			42. K—Q sq	B—Q 6	
			43. Kt—Kt 5 ch	K—R sq	
			44. Q—K 6	Q—Kt 8 ! ch	
			45. K—Q 2	Q—KB 8	
			46. Q—K 8 ch	K—Kt 2	
			47. Q—B 7 ch	Q×Q	
			48. Kt×Q	K×Kt	
			49. K×B	K—K 3	
			50. K—K 4	K—Q 3	
			51. P—B 4	K—B 2	
			Drawn		

(*a*) R—R 2 or R sq was better.

(*b*) Perhaps K—B 2 was safer to prevent B—KKt 5.

(*c*) Weak! Kt—B 4 followed by Kt—K 3 would have won, *e.g.* Kt—B 4 / Kt—Kt 3 30. P—Kt 3 &c.

(From the *Book of the Breslau Tourney of* 1889).

(*d*) Kt—B 4 was stronger, for after 19. ——— / Kt×Kt 20. B×Kt / P—B 4 21. P—K 5, Black's pawns are weak on Q side.

(*e*) Best! If 20. P—K 5 / P—B 5 21. Kt×P / Kt×Kt 22. B×Kt / R×B 23. P×R / P—Kt 6 &c.

TABLE CLXXII.—(The Classical Defence.)

1. P—K 4	2. P—KB 4	3. B—B 4	4. K—B sq	5. Kt—QB 3
P—K 4	P×P	Q—R 5 ch	P—KKt 4 *	B—Kt 2

	1.	2.	3.	4.	5.
6.	P—Q 4			P—KKt 3	
	P—Q 3		Kt—K 2	P×P	
7.	Kt—B 3		P—KKt 3	Q—B 3	
	Q—R 4		P×P	P—Kt 7 ch	
8.	P—KR 4		K—Kt 2	K×P	
	P—KR 3		P—Kt 5	Kt—KR 3	
9.	P—K 5	9.	P×P	Kt—Q 5	9.
	Q—Kt 3 (*a*)	QP×P!	Q—B 3	K—Q sq	Castles
10.	Q—K 2	10. Kt—Q 5	Q×P	P—Q 4	10. P—Q 3
	K—Q sq!	K—Q sq	P—Q 4	B×P	Kt—B 3
11.	B—Q 3	11. K—Kt sq	P—K 5	Q—Kt 3	11. Q—Kt 3
	B—KB 4	Q—Kt 3	B×Q	Q×Q	Q×Q ch
12.	B×B	12. Kt×KP	P×Q	P×Q	12. P×Q+
	Q×B	Q—B 4	B×P	Kt—Kt 5	
13.	KP×P	13. Q—R 5	Kt×P	Kt—KB 3	
	BP×P	B×Kt	Kt×Kt	P—QB 3	
14.	RP×P	14. P×B—	B×Kt	Kt—Kt 4—	
	P×P	P—QB 3—	P—B 3	—	
15.	R×R		B—B 3—		
	B×R		B—B 4—		
16.	Kt—K 4				
	K—Q 2				
17.	QKt×KtP+(*b*)				

N.B.—In col. 2, Salvioli gives 11. QP×P B—Q 2 12. K—Kt sq Q—Kt 3 13. P×P P×P 14. R×R B×R 15. Q—K sq (or 15. Kt×KtP Q×Kt 16. B×P) 15. K—B sq! 16. Kt×KtP Q×Kt 17. B×P &c. If, however, in col. 2 10. Kt×P Q×Q ch 11. Kt×Q B×Kt 12. P×B P—Kt 5! 13. QB×P Kt—K 2 14. P—R 5 B—K 3 15. B—Q 3 QKt—B 3 16. Kt—B 3 Castles QR+ (Salvioli.)

* If 4. P—Q 3 5. Kt—KB 3 Q—R 4 6. P—Q 4 P—KKt 4 7. Kt—B 3 Kt—K 2 8. P—KR 4 P—KB 3 9. P—K 5 B—Kt 2 10. Kt—Kt 5+ or 10. P×QP P×QP 11. Kt—Kt 5 P—Q 4! 12. B—K 2 ch

(*a*) Or 9. P—KB 3 (Anderssen).

(*b*) Continued 17. B×QP 18. Kt×B Q×Kt 19. Q—K 4+ (Staunton).

The old classical defence leads to many intricate and interesting positions; but, being much more difficult than other defences, has now fallen into disuse. As we cannot recommend it, we have only devoted one Table to its analysis. After 3. B—B 4 Q—R 5 ch K—B sq, we prefer infinitely Bird's move 4. P—Q 3 to 4. P—KKt 4, *e.g.* 4. P—Q 3 5. Kt—KB 3 B—KKt 5 6. P—Q 4! but White's attack is not so formidable as against the old classical defence. For further notes and analysis of this old-fashioned defence, *see* Appendix.

TABLE CLXXIII.—(Irregular Defences.)

1. P—K 4 P—K 4 **2.** P—KB 4 P×P **3.** B—B 4

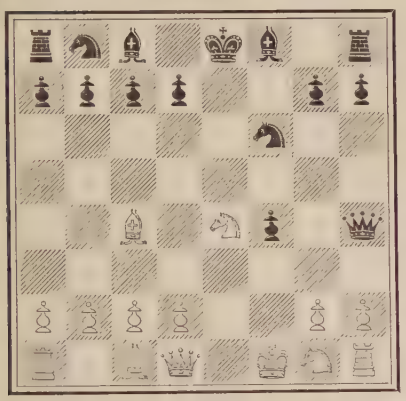
1.	2.	3.	4.	5.
3. P—KKt 4 ?		**3.** P—QKt 4 ?		
4. P—KR 4 P—KR 3	**4.** P—Kt 5 (*a*)	**4.** B—KtP ! Q—R 5 ch		**4.** P—QB 3
5. P—Q 4 B—Kt 2	**5.** P—Q 4 B—R 3	**5.** K—B sq B—Kt 2	**5.** P—KB 4	**5.** B—B 4 P—Q 4
6. P×P P×P	**6.** Kt—QB 3 P—Q 3	**6.** Kt—QB 3 Kt—QB 3	**6.** P—K 5 B—Kt 2	**6.** P×P Q—R 5 ch
7. R×R B×R	**7.** Q—Q 3 Kt—KB 3	**7.** P—Q 4 Kt—B 3	**7.** Kt—KB 3 Q—R 4	**7.** K—B sq P—B 6
8. Q—R 5 Q—B 3	**8.** KKt—K 2 Kt—R 4	**8.** P—Q 5 Kt—K 4	**8.** P—Q 4 P—KKt 4	**8.** P—Q 4 P×P ch
9. P—K 5 Q—Kt 2	**9.** P—KKt 3 P—B 6	**9.** Kt—B 3 Kt×Kt	**9.** Kt—QB 3+	**9.** K×P B—Q 3
10. Kt—KR 3+	**10.** B×B P×Kt	**10.** Q×Kt Kt—R 4		**10.** Kt—QB 3 ! Kt—B 3
	11. K×P+	**11.** P—KKt 4 P×P *en pass.*		**11.** Q—K 2 ch K—Q sq
		12. K—Kt 2 B—Q 3		**12.** Q—B 2+
		13. P—K 5 B×KP		
		14. B×P ch K×B		
		15. Q—B 5 ch K—Q 3		
		16. Kt—K 4 ch+		

(*a*) If 4. P—KB 3 White mates in five moves. If 4. P×P or 4. B—R 3 5. Q—R 5+
If 4. P—KR 4 5. Kt—KB 3 P—Kt 5 6. Kt—Kt 5 and we have a variation of the Algaier Gambit favourable for White (Freeborough and Ranken).

TABLE CLXIX.

Column 1.—Position after Black's 6th move.

BLACK.

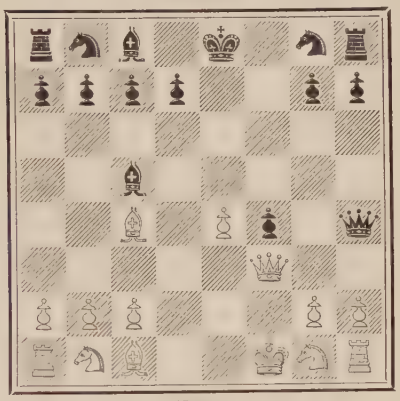


WHITE.

TABLE CLXIX.

Columns 2 and 3.—Position after White's 7th move.

BLACK.

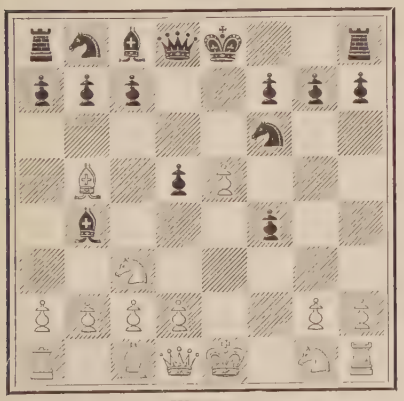


WHITE.

TABLE CLXX.

Columns 1 and 2.—Position after White's 6th move.

BLACK.

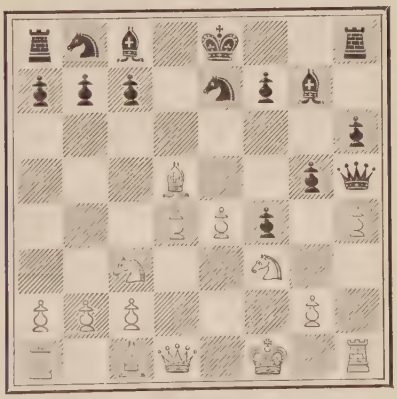


WHITE.

TABLE CLXII.

Column 1.—Position after Black's 9th move.

BLACK.



WHITE.

THE KING'S GAMBIT DECLINED.

THERE are various methods of refusing the Gambit, but they are all more or less unsatisfactory. The ingenious Counter Gambit of Falkbeer should, in our opinion, result unfavourably for the second player, on account of 4. B—Kt 5 ch, or 4. Kt—QB 3 (*see* Table CLXXIV., cols. 1 and 2, and Table CLXXVI., col. 1). The second defence treated, viz., 2. B—B 4 (*see* Tables CLXXVII. and CLXXVIII.), is probably the safest and best, although objectionable in one respect, inasmuch as by 3. Kt—QB 3, White can transpose the game into a Vienna opening with a slight advantage, according to most authorities. The third method of declining the Gambit, 2. Kt—KB 3, treated in Table CLXXIX., is perhaps as good as any other. It may be pointed out that after 1. P—K 4 P—K 4 2. P—KB 4 P—Q 4 3. P×QP P×BP is also somewhat unsatisfactory for Black, on account of 4. B—Kt 5 ch! P—B 3 5. Q—K 2 ch B—K 2 6. P×P P×P 7. B—B 4 Kt—B 3 8. Kt—KB 3 &c., as demonstrated by Rosenthal; for White will now continue with Castles and P—Q 4, and the Black KBP must eventually be lost. In this variation, White would do ill to retreat the Bishop to QB 4, in lieu of checking on his 4th move, as the game would transpose into a variation of the Bishop's Gambit unfavourable for White. But after 3. P×QP P×BP 4. B—Kt 5 ch, Black may defend by 4. B—Q 2 and obtain, we believe, an equal game.

TABLE CLXXIV.—(Falkbeer Counter Gambit.)

1. P—K 4 / P—K 4 **2.** P—KB 4 / P—Q 4 * **3.** P×QP / P—K 5

1.	2.	3.	4.	5.
4. B—Kt 5 ch / P—B 3				
5. P×P / P×P		**5.** / Kt×P		
6. B—B 4 / Kt—B 3		**6.** P—Q 4 / Q—R 4 ch		**6.** B×Kt ch ? / P×B
7. P—Q 4 / QKt—Q 2	**7.** / B—Q 3 !	**7.** Kt—B 3 / B—QKt 5		**7.** P—Q 4 / B—R 3
8. KKt—K 2 / Kt—Kt 3	**8.** Kt—K 2 / Castles	**8.** B—Q 2 (*a*) / Kt—B 3		**8.** Kt—QB 3 / B—Kt 5
9. B—Kt 3 / B—R 3	**9.** Castles / B—KKt 5	**9.** B×Kt ch / P×B		**9.** KKt—K 2 / Kt—B 3
10. QKt—B 3 / B—QKt 5	**10.** QKt—B 3 / QKt—Q 2	**10.** P—QR 3 / B×Kt !	**10.** / P—K 6	**10.** Castles / Castles
11. Castles / B×QKt	**11.** P—KR 3 / B×Kt !	**11.** B or P×B— / Q—Q 4 —	**11.** P×B / P×B ch	**11.** P—QR 3 (*b*) / B×Kt
12. P×B / KKt—Q 4	**12.** Kt×B / Kt—QKt 3		**12.** K×P / Q×P	**12.** P×B / P—B 4 +
13. R—K sq / P—KB 4	**13.** B—Kt 3 / P—QB 4		**13.** Q—K 2 ch / K—B sq !	
14. P—Kt 4 +	**14.** P×P / B×P ch		**14.** Q—K 5 +	
	15. K—R sq +			

* If 2. P—Q 3 ? 3. Kt—KB 3 / B—KKt 5 4. B—B 4 / Kt—QB 3 ! but White has the preferable game.

(*a*) 8. B×Kt ch / P×B 9. Kt—K 2 / Kt—B 3 10. Castles / B—KKt 5 11. P—KR 3 ! (if 11. B—Q 2 / KB×Kt 12. B×B / Q—KR 4 13. R—K sq / Castles KR 14. Q—Q 2 / P—K 6 15. Q—Q 3 / Kt—Q 4 ! followed by R—K sq &c.)

Col. 4. Black's best rejoinder here is 14. B—K 3 ! (Steinitz); for if 14. Kt—Kt 5 15. R—R 4 / Q—K 2 !

(*b*) If 11. B—K 3 / Kt—Q 4 12. Q—Q 2 / Q—R 4 &c.

TABLE CLXXV.—(Falkbeer Counter Gambit.)

1. P—K 4	2. P—KB 4	3. P×QP
P—K 4	P—Q 4	P—K 5

1.	2.	3.	4.	5.
4. P—Q 3		**4.** Q—K 2	**4.** Kt—QB 3	
Q×P ? (*a*)		Kt—KB 3	Kt—KB 3	
5. QKt—B 3		**5.** Kt—QB 3	**5.** Q—K 2 (*e*)	**5.** P—Q 3
B—QKt 5		Kt×P ! (*c*)	B—Q 3	B—QKt 5
6. Q—Q 2	**6.** B—Q 2	**6.** Kt×P (*d*)	**6.** P—Q 3 *	
Q—K 3	B×Kt	B—K 2	Castles	*See* Vienna Game, and next Table, col. 1.
7. P×P	**7.** B×B	**7.** P—Q 3	**7.** P×P	
B×Kt	P—KB 3 ?	Castles	Kt×P	
8. Q×B	**8.** Q—K 2 ! + (*b*)	**8.** B—Q 2—	**8.** Kt×Kt	
Q×P ch		—	R—K sq	
9. K—B 2			**9.** Q—B 3	
Kt—KB 3			P—KB 4 +	
10. B—Q 3				
Q—QB 3				
11. Q×Q				
Kt×Q				
12. Kt—KB 3—				
—				

(*a*) The *Handbuch* gives this weak continuation; but 4. Kt—KB 3 is best.

(*b*) This move, first played in the Divan Tourney by Van Vliet, wins a Pawn and the game, for if 8. B—B 4 9. P—KKt 4 &c. The *Handbuch* gives the weak continuation 8. P×P Q×P ch 9. Q—K 2 and wrongly declares the game equal.

(*c*) If 5. B—KKt 5 6. Q—Kt 5 ch or 6. Kt—B 3 &c.

(*d*) Or 6. Q×P ch Q—K 2 7. Q×Q Kt×Q 8. Kt—QKt 5 or B—QB 4 +

(*e*) Introduced by Steinitz in the Paris Tournament of 1867, and considered by him a stronger continuation than 4. B—Kt 5 ch P—B 3 5. P×P

* If 6. Kt×P Castles 7. Kt×Kt ch Q×Kt 8. P—Q 3 B—Q 2 9. Q—B 2 B—QKt 5 ch &c.

TABLE CLXXVI.—(Falkbeer Counter Gambit.)

1. P—K 4 P—K 4 **2.** P—KB 4 P—Q 4 **3.** P×QP P—K 5 *

1.	2.	3.	4.	5.
4. Kt—QB 3 Kt—KB 3				
5. P—Q 3 B—QKt 5		**5.** Q—K 2 B—Q 3		**5.** B—K 2
6. B—Q 2 P—K 6	**6.** P×KP Kt×KP	**6.** P—Q 3 Castles	**6.** Kt×P Castles	**6.** Kt×P Kt×P
7. B×P Castles	**7.** Q—Q 4 B×Kt ch	**7.** P×P Kt×P	**7.** Kt×Kt ch Q×Kt	**7.** P—Q 3 Castles
8. KKt—K 2 (*a*) R—K sq	**8.** P×B Castles	**8.** Kt×Kt R—K sq	**8.** P—Q 3 B—Q 2	**8.** B—Q 2 P—KB 4
9. B—Q 2 B×Kt	**9.** Kt—KB 3 R—K sq	**9.** Q—B 3 P—KB 4+	**9.** Q—B 2 B—Kt 5 ch+	**9.** Kt—QB 3 B—R 5 ch
10. B×B Kt×P	**10.** B—K 3 !— (*c*) —			**10.** K—Q sq Kt—QB 3
11. Q—Q 2 Kt—K 6				**11.** P—KKt 3 B—B 3
12. B—K 5 Kt×B				**12.** B—Kt 2 KKt—QKt 5
13. R×Kt P—KB 3				**13.** Kt—KB 3 R—K sq
14. B—QB 3 B—KKt 5				**14.** Q—KB 2 QKt—Q 5
15. R—B 2 Q—Q 4				**15.** R—QB sq— B—K 3 —
16. K—B sq Kt—QB 3				
17. Kt—KKt 3+ (*b*)				

* If 3. P×BP (Rosenthal.) 4. B—Kt 5 ch ! P—B 3 5. Q—K 2 ch B—K 2 6. P×P P×P 7. B—B 4 Kt—B 3 8. Kt—KB 3+

(*a*) Or 8. B—Q 2 B×Kt 9. P×B R—K sq ch 10. B—K 2 B—KKt 5 11. P—QB 4 P—QB 3 12. P—KR 3 ! B×B 13. Kt×B P×P 14. P×P Q×P 15. Castles &c.

(*b*) Lipschütz. Followed by P—KR 3+

(*c*) We believe 10. B—K 3 to be White's best move here (*see* the Table of the Vienna Game, col. 4, where the same position occurs by a transposition of moves). If 10. B—K 2 ? P—QB 4 !+

TABLE CLXXVII.

1. P—K 4 P—K 4 **2.** P—KB 4 B—B 4 **3.** Kt—KB 3 *

1.	2.	3.	4.	5.
3. P—Q 3 (*a*)				
4. P—B 3 Kt—KB 3		**4.** B—KKt 5	**4.** B—B 4 Kt—KB 3	
5. P—Q 4 P×QP	**5.** P×P? P×P	**5.** B—B 4! (*b*) Kt—QB 3	**5.** P—Q 3 Castles (*d*)	**5.** P—B 3 Q—K 2 (*e*)
6. P×P B—Kt 3	**6.** Kt×P Q—K 2	**6.** P—QKt 4 (*c*) B—Kt 3	**6.** Kt—B 3 P—QR 3	**6.** Q—K 2— P—B 3—
7. B—Q 3— Castles—	**7.** P—Q 4 B—Q 3+	**7.** P—QR 4 P—QR 3	**7.** P—B 5 P—QKt 4	
		8. P—Q 3 Kt—B 3	**8.** B—Kt 3 B—Kt 2	
		9. P—R 3 B×Kt	**9.** B—Kt 5— —	
			or	
		10. Q×B— —	**9.** Q—K 2— —	
			or	
			9. P—KR 3— —	

N.B.—Or, in col. 4, 5. Kt—QB 3 Castles 6. Q—K 2 &c.

* 3. Kt—QB 3 transposes into a Vienna Game. Also, in cols. 1 and 4 above, White can transpose into the Vienna opening by 4. Kt—B 3 Kt—KB 3 5. B—B 4 Kt—B 3 6. P—Q 3 Castles! But if now 7. P—B 5 Kt—QR 4 followed by P—B 3 and P—Q 4

(*a*) If 3. Kt—QB 3 4. P×P Kt×P 5. Kt×Kt Q—R 5 ch 6. P—Kt 3 Q×KP ch 7. Q—K 2 Q×R 8. P—Q 4 B—K 2
9. Kt—KB 3 P—Q 3 10. B—K 3 B—KKt 5 11. QKt—Q 2+ Or, in this variation, 5. P—Q 4 Kt×Kt ch
6. P×Kt Q—R 5 ch 7. K—K 2 B—Kt 3 8. Kt—B 3 P—Q 3 9. B—K 3 Kt—K 2 10. Q—Q 2 P—KR 3 11. R—K sq B—Q 2
12. K—Q sq+ or after 7. Q—K 2 Q×R 8. Kt—Kt 6 dis ch Kt—K 2 9. Kt×R P—Q 3 10. P—Q 4! B—Kt 3!
(if 10. B×P 11. Kt×P K×Kt 12. Q—B 4 ch) 11. Kt—B 3 B—K 3 12. B—K 3 Castles 13. Castles R×Kt
14. B—R 3 Q—B 3 15. P—Q 5 wins.

(*b*) If 5. B—K 2 Kt—QB 3+

(*c*) Lipschütz advises 6. P—Q 3 and Q—K 2

(*d*) If 5. Kt—B 3 6. Q—K 2 Q—K 2 (if 6. B—KKt 5 7. P—B 3+) 7. P—B 5 followed by 8. B—K 3 &c.

(*e*) Or 5. Kt—B 3

TABLE CLXXVIII.

1. P—K 4	**2.** P—KB 4	**3.** Kt—KB 3
P—K 4	B—B 4	P—Q 3

1.	2.	3.	4.	5.
4. B—B 4 (*a*)			**4.**	
Kt—KB 3 (*b*)			Kt—QB 3	
5. P—Q 3	**5.**	**5.**	**5.** P—B 3!	
B—KKt 5	Kt—Kt 5?	Castles	Kt—B 3	
6. P—QB 3	**6.** Q—K 2!	**6.** Kt—B 3	**6.** Q—K 2	**6.** P—Q 4
Kt—B 3	B—B 7 ch	B—KKt 5	Castles	P×QP
7. Q—K 2	**7.** K—B sq	**7.** P—KR 3	**7.** P—B 5	**7.** P×P
Q—K 2	B—Kt 3	B×Kt		B—Kt 3
			or	
8. P—B 5—	**8.** P—KR 3+ (*c*)	**8.** Q×B—	**7.** P—Q 3—	**8.** Castles—
—		Kt—QB 3—		Castles—

N.B.—If, in col. 4, 4. B—KKt 5? 5. P×P Kt—QB 3 (if 5. P×P 6. B×P ch+ K—K 2! 7. B×P ch K—K 2! 8. B×Kt KR×B 9. P—Q 3 Kt—K 4 (if 9. Kt—Q 5 10. Kt×Kt) 10. B—KB 4+) 6. P×P Q×P

(*a*) Preferred by Steinitz. 4. Kt—B 3 transposes into a Vienna Game. Black's best replies to 4. Kt—B 3 are 4. B—KKt 5 or 4. Kt—KB 3, see the Vienna Game; but 4. P—QR 3, with the object of avoiding the exchange of the Bishop is bad, *e.g.*

4. P—QR 3, 5. B—B 4 Kt—QB 3 6. P—Q 3 B—KKt 5 7. P—KR 3 B×Kt 8. Q×B Kt—Q 5 9. Q—Kt 3 Kt×P ch 10. K—Q sq Kt×R 11. P×P P×P 12. R—B sq! Kt—B 3 13. Q×KtP K—Q 2 14. R×Kt K—B sq 15. R×P B—Q 3 16. B—KKt 5 Q—K sq (if 16. Q—Kt sq 17. R×P ch) 17. Kt—Q 5 wins. (Tschigorin *v.* Martinez, New York Tourney.)

(*b*) If 4. B—KKt 5 5. P×P P×P 6. B×P ch+

(*c*) 8. Kt—B 3 is now Black's best reply; but he has an inferior game. If 8. Kt—B 7 9. R—R 2 followed by P—KKt 4 and White wins at least two minor pieces for the Rook.

Col. 3. 7. Kt—QR 4? Kt—B 3 8. Kt×B P×Kt 9. P—B 3 P×P 10. B×P Kt—KR 4+

Col. 4. If 5. Kt—Kt 5 Kt—R 3 6. Q—R 5 Castles 7. P—B 5 P—Q 4 8. B×P B×P 9. Kt×BP Kt×Kt 10. Q×B Kt—Q 5+ (*Handbuch*).

TABLE CLXXIX.

1. P—K 4 P—K 4 **2.** P—KB 4

1.	2.	3.	4.	5.
2. Kt—KB 3 (*a*)			**2.** B—B 4	
3. P×P (*b*) Kt×P			**3.** Kt—KB 3 P—Q 3	
4. Kt—KB 3 Kt—Kt 4 (*c*)		**4.** P—Q 4	**4.** B—B 4 Kt—QB 3	
5. P—Q 4! Kt×Kt ch	**5.** P—B 3? P—Q 3	**5.** P—Q 3 Kt—B 4	**5.** P—B 3 Kt—B 3	
6. Q×Kt Q—R 5 ch	**6.** P×P B×P	**6.** P—Q 4 Kt—K 3	**6.** P×Q 3? Castles! +(*e*)	**6.** B—KKt 5?
7. Q—B 2— —	**7.** P—Q 4 Q—K 2 ch	**7.** B—Q 3 B—K 2		**7.** P—KR 3+(*f*)
	8. Q—K 2 Kt×Kt ch	**8.** Castles P—QB 4		
	9. P×Kt B—K 3	**9.** P—B 3 Kt—B 3		
	10. B—K 3 Kt—Q 2	**10.** B—K 3 P—KR 3		
	11. B—Kt 2 Castles KR+ (*d*)	**11.** QKt—Q 2 Q—Kt 3		
		12. R—B 2 B—Q 2!		
		13. Kt—B sq+		

(*a*) The Breslau players prefer 2. B—B 4 or 2. Kt—QB 3

(*b*) If 3. Kt—QB 3 P—Q 4! transposing into a common variation of the Vienna Game. Steinitz thinks 3. Kt—QB 3 best, or 3. Kt—QB 3 B—Kt 5 4. Kt—B 3 P—Q 4! &c.

(*c*) Gunsberg.

(*d*) Fritz v. Gunsberg.

(*e*) Black now threatens P×P followed by P—Q 4

(*f*) Or 7. Q—Kt 3 Castles! 8. P×P (if 8. Q×P B—Q 2) 8. B×Kt 9. P×B QKt×P 10. K—K 2 &c. or again 7. Q—Kt 3 Kt—QR 4? 8. B×P ch K—B sq 9. Q—R 4 K×B 10. Q×Kt B×Kt 11. P×B R—K sq! but White has the pull. If 11. R—KB sq 12. P×P B—Kt 3 13. P—K 6 ch! K×P 14. Q—B 5 ch K—B 2 15. P—Q 4+

N.B.—If, in col. 3, 6. Kt—K 5 7. B—Q 3 B—KKt 5 8. Castles P—QB 4 9. P—B 3 &c.

TABLE CLXXX.

1. P—K 4 P—K 4 **2.** P—KB 4 P—Q 4 **3.** Kt—KB 3 ?

1.	2.	3.	4.	5.
3. QP×P			**3.** B—KKt 5 ?	
4. Kt×P B—K 3			**4.** B—K 2 B×Kt	**4.** P×KP
5. Kt—QB 3 P—KB 4 !		**5.** P—KB 3 ? (*c*)	**5.** B×B Kt—KB 3	**5.** Kt×P B×B
6. Q—R 5 ch P—Kt 3		**6.** Q—R 5 ch P—Kt 3	**6.** P×KP Kt×P	**6.** Q×B Kt—KB 3
7. Kt×KtP B—B 2		**7.** Kt×KtP B—B 2	**7.** Castles QKt—B 3	**7.** Kt—QB 3 +
8. Q×BP B×Kt		**8.** Q—Kt 5 ch +	**8.** Q—K sq ! B—B 4 ch (*d*)	
9. Q—K 5 ch Q—K 2			**9.** K—R sq Castles	
10. Q×R Kt—KB 3			**10.** B×Kt P×B	
11. P—KKt 4 QKt—Q 2			**11.** Q×P R—K sq	
12. P—Kt 5 Castles	**12.** P—B 5 Castles		**12.** P—QB 3 R×P	
13. P×Kt Kt×P	**13.** P×B B—Kt 2		**13.** Q—B 3 R—K 2	
14. B—R 3 ch K—Kt sq	**14.** Q×R ch K×Q + (*b*)		**14.** P—Q 4 +	
15. P—B 5 B—R 4				
16. R—Kt sq B—R 3				
17. Kt—Q 5 Kt×Kt				
18. R—Kt 8 Q—R 5 ch + (*a*)				

(*a*) Continued 19. K—B sq Q×B ch 20. K—Kt sq Q—Kt 5 ch wins (Lipschütz).

(*b*) *Handbuch.*

(*c*) If 5. Kt—KB 3 6. Q—K 2 B—KB 4 7. Q—Kt 5 ch QKt—Q 2 8. B—QB 4 B—K 3 9. Kt×QKt B×Kt 10. Q×KtP +

(*d*) If 8. Kt×KP 9. P—Q 3 wins.

THE VIENNA GAME,

Otherwise known as "Hampe's Opening," or the "Queen's Knight's Opening," is a safe and strong *début*. The Steinitz Gambit is shown by the accompanying analyses to be perfectly sound. In an exhaustive analysis by the author, published in the *Nuova Rivista degli Scacchi* for January, February, and March 1884, and subsequently approved by Herr Csank of Vienna, and also by Salvioli, and reproduced in the *Chess Monthly*, it was shown that the important variation dismissed at White's 18th move of R—QKt 5 in the *Book of the London Tournament* of 1883, with the remark "that White has a strong attack," yields White a winning position in a few more moves (*see* Table CLXXXI., p. 207). Yet my analytical labours are ignored by Messrs. Freeborough and Ranken on p. 224 of *Ancient and Modern Chess*, inasmuch as they merely give the old variation. Mr. Cook also, in his otherwise valuable *Synopsis* (4th edition, p. 121), erroneously concludes that, in the Steinitz Gambit, after 6. Q—K 2 ch 7. K—B 2 Q—R 5 ch White must either submit to the draw or put up with an inferior position; whereas the check of the Queen, advised by Mr. Macdonnell, was shown to be superficial and worthless years ago, and to result in a lost game. It is worthy of notice that some important variations in the defence 2. B—B 4 3. P—B 4 P—Q 3 occur in the King's Gambit Declined by a transposition of moves, as well as in the defence 2. Kt—KB 3 3. P—B 4 P—Q 4 4. P×QP P—K 5 5. P—Q 3 B—QKt 5 &c. In the latter defence 2. Kt—KB 3, if 3. P—Q 4, a move adopted by Paulsen, after 3. P×P 4. Q×P Kt—B 3, we have also a variation of the Centre Gambit by a transposition of moves. Herr Csank says the proof of the correctness of the Steinitz Gambit gets more and more established.*

* *Chess Monthly*, vol. vii. p. 202.

TABLE CLXXXI.—(Steinitz Gambit.)

1. P—K 4		**2.** Kt—QB 3		**3.** P—B 4	
P—K 4		Kt—QB 3		P×P	
4. P—Q 4		**18.** R—QKt 5		**18.** R—QKt 5	
Q—R 5 ch		P—QKt 3 (see col. 4)		Q—R 3	
5. K—K 2		**19.** Q—K 2		**19.** Q—K 2	**19.**
P—Q 4		Q—R 3! (*b*)		B—KKt 5 (*e*)	Q—Q 3
6. P×P		**20.** KR—QR sq		**20.** R—QR sq	**20.** B—Kt 4
Q—K 2 ch		Q—Kt 2!		Q—Q 3!	Q—Q 2
7. K—B 2		**21.** P—Q 6!		**21.** B—Kt 4	**21.** P—Q 6
Q—R 5 ch		P×P (*c*)		B×Kt ch	P×P
8. P—KKt 3		**22.** B—K 4		**22.** Q×B	**22.** R—Q 5+
P×P ch		Q—Kt sq (*d*)		Q—K 4 or Q 2	
9. K—Kt 2		**23.** B×R		**23.** R—K sq or R×KtP wins	
B—Q 3!		Q×B			
10. Q—K sq ch!		**24.** R×QKtP	**24.**		
QKt—K 2		B—Kt 2	Q—Q 4		
11. P×P		**25.** Q—Kt 5 ch	**25.** R×QRP+		
Q×QP		B—B 3			
12. Kt—KB 3! (*a*)		**26.** R—Kt 8 ch			
Q—Kt 3!		K—B 2			
13. B—K 3		**27.** R×Q			
Q×P		B×Q			
14. B—Q 3		**28.** R (fr. QR sq)×QRP			
B—QKt 5		B—B 3			
15. B—Q 4		**29.** R—Q 8			
P—KB 3		B—K 5			
16. R—QKt sq		**30.** B—Kt 4+			
B×Kt					
17. B×B					
Q×QRP					

(*a*) The "Steel" Attack.

(*b*) If 19. Q—R 6 20. B—Kt 4 Q—R 7 21. R—K sq P—QR 3 22. B×Kt K—B 2 23. R—Kt 3 &c. If Black play 20. Q—R 5 21. R—K sq followed by B×Kt &c. If 20. Q—R 3 21. B×Kt &c. If 19. Q—R 5 20. B—Kt 4 followed by R—K sq

(*c*) If 21. B—Kt 5 22. B—K 4 &c.

(*d*) If 22. Q—B 2 23. B×R Q×B 24. KR×QRP followed by capture of QKtP, and White wins.

(*e*) If 19. B—Q 2 20. KR—K sq Q—Q 3! 21. B—Kt 4 P—B 4 22. QB×P Q×P 23. B×Kt B×R 24. B×B ch K—B 2 25. B—B 4 Kt×B! 26. B×Q ch Kt×B 27. Q—B 4 wins; or if 19. KKt moves 20. R—K sq followed by B—Kt 4+ If 19. K—B sq 20. R—QR sq followed by B—Kt 4 &c.

TABLE CLXXXII.—(Steinitz Gambit.)

1. P—K 4 / P—K 4 **2.** Kt—QB 3 / Kt—QB 3 **3.** P—B 4 / P×P **4.** P—Q 4 / Q—R 5 ch

5. K—K 2 / P—Q 4 **6.** P×P / Q—K 2 ch **7.** K—B 2 / Q—R 5 ch

1.	2.	3.	4.	5.
8. P—KKt 3 / P×P ch				
9. K—Kt 2 / Kt×P?				
10. P×P !* / Q—Kt 5				
11. Q—K sq ch / K—Q sq		**11.** / B—K 2		
12. B—Q 3 / P—KKt 4		**12.** B—Q 3 ! / Kt—B 4 !		**12.** R—R 4 ? / Kt×P
13. Kt—K 4 ! / P—KB 3 ! (*a*)		**13.** Kt—B 3 / B—Q 2		**13.** Q—K 5 / Q—Kt 3
14. Q—B 3 ! / Kt—B 4		**14.** B—KB 4 / P—KB 3 !		**14.** R—QKt sq / Q—KB 3
15. B×P / P×B (*b*)	**15.** / B—K 2	**15.** Kt—K 4 / Castles (*c*)	**15.** / P—KR 4	**15.** B—Kt 5 ch / K—Q sq +
16. Q×R wins	**16.** B—KB 4 +	**16.** Q—R 5 +	**16.** Kt—R 4 / B—QB sq (*d*)	
			17. P—Q 6 + (*e*)	

* If 10. Q—K sq ch? and afterwards P×P / Kt×QBP &c.

(*a*) If 13. / B—K 2 14. Q—B 3 &c.; or if 13. / P—KR 3 14. B×P ch &c.

(*b*) If 15. / B—Kt 2 16. B—KB 4 + If 15. / B—Q 3 16 B×P ch / Kt×B 17. Q×Kt ch / K—Q 2 18. Q×R wins. If 16. / K—Q 2 17. B—Kt 5 ch / P—B 3 18. P×P ch wins. Lastly, if 16. / K—K sq 17. Kt×B ch / P×Kt 18. B—Kt 5 ch +

(*c*) Steinitz *v.* Zukertort. Continued 15. / KKt—R 3 16. B×Kt / Kt×B 17. R×Kt / P×R 18. Kt×P ch wins

In column 3, Black may play 12. / K—Q sq in lieu of 12. / Kt—B 4 ; but he gets in any case a very inferior game.

(*d*) If 16. / Kt—Q 3 17. Kt×Kt ch / P×Kt 18. Kt—Kt 6 +

(*e*) Continued 17. / Kt×P 18. B×Kt / P×B 19. Kt×QP ch / K—Q sq ! 20. Kt—B 7 ch wins.

TABLE CLXXXIII.—(Steinitz Gambit.)

1. P—K 4	**2.** Kt—QB 3	**3.** P—B 4	**4.** P—Q 4
P—K 4	Kt—QB 3	P×P	Q—R 5 ch
	5. K—K 2	**6.** P×P	
	P—Q 4	B—Kt 5 ch	

1.	2.	3.	4.	5.
7. Kt—B 3				
Castles				
8. P×Kt!			**8.** B×P	
B—QB 4			B×Kt ch	
9. P×P ch			**9.** K×B	
K—Ktsq			Kt—B 3	
10. QKt—Kt 5*		**10.**	**10.** P×Kt	
Kt—B 3		P—QR 3	Q—Kt 5 ch	
11. K—Q 3!	**11.** P—B 3?	**11.** P—Kt 4!	**11.** K—K 3	
Q—R 4	KR—K sq ch	B—Kt 3! (*c*)	R—K sq ch	
12. K—B 3	**12.** K—Q 3	**12.** P—B 4	**12.** K—Q 3!	**12.** B—K 5?
B×P ch	B—B 4 ch	P×Kt	Q—B 4 ch	R×B ch
13. QKt×B	**13.** K—B 4	**13.** P—B 5	**13.** K—B 4	**13.** P×R
Q—B 4 ch	B—K 3 ch	B—R 2	Q×B	B—B 4 ch
14. K—Kt 3	**14.** K×B	**14.** P—QR 4+	**14.** P×P ch	**14.** K—Q 2
Q—Kt 3 ch	P—QR 4		K—Kt sq	Q—B 5 ch
15. B—Kt 5	**15.** Kt×BP		**15.** Q—B 3	**15.** K—Q 3
B×Kt	Q—R 4 ch		Q—Q 3	Q—Q 5 ch+
16. Q×B	**16.** Kt—K 5		**16.** P—QR3+ (*d*)	
R×Kt	Kt—Q 2 ch			
17. Q—B 6	**17.** K—Kt 5			
Q—R 4	Q×Q			
18. P—B 3	**18.** B×P			
R—Q 3	Q×R (*b*)			
19. Q—B 4+ (*a*)				

N.B.—In column 3, if 11. P—B 3? P×Kt 12. K—Q 3 B×P 13. K—B 2! (if 13. Kt×Q B—B 7 dis ch+ ; or if 13. P×B R×P ch 14. K×R Q—Q sq+) 13. B—KB 4 ch 14. K—Kt 3! B—K 3 ch 15. K—B 2 – B—B 4 ch– (If 14. B—Q 3? Q—B 7 ch 15. K—Kt 3 B×P+)

* If 10. P×B? Kt—B 3 11. Q×R ch! (if 11. Q—Q 3 KR—K sq ch followed by B×Kt &c.) 11. R×Q 12. B—Q 2 R—K sq ch+ (compare *International*, October 1886, p. 311).

(*a*) If 19. R—Kt 3 20. P—QR 4 P—QR 3 21. B×P R×P 22. K—B 2 P×B 23. P×P Q×P 24. B×P ch wins 19. P—KKt 4 is Black's best move; but in any case White's game is to be preferred.

(*b*) Continued 19. K—R 6 Kt×R 20. Kt×R Kt×Kt P—B 3 &c. (see Appendix).

(*c*) If, in column 3, 11. B×KtP 12. P—B 3 B—QB 4! 13. Q—R 4 K×P 14. Kt×P+

(*d*) Continued 16. R—Q sq 17. R—Q sq Q—Kt 3 18. Kt—R 4 Q—R 4 19. K—Kt 3 Kt—Q 4 20. P—QB 3 R—Q 3 21. Kt—B 5 R—Kt 3 ch 22. K—R 2 wins (Lipschütz and Michaelis).

TABLE CLXXXIV.—(Steinitz Gambit).

1. P—K 4	2. Kt—QB 3	3. P—B 4	4. P—Q 4	5. K—K 2
P—K 4	Kt—QB 3	P×P	Q—R 5 ch	P—Q 3

1.	2.	3.	4.	5.
6. Kt—B 3 !				
B—Kt 5				
7. B×P		7.	7.	
Castles QR		P—KKt 4 ?	B×Kt ch	
8. K—K 3	8.	8. B—K 3 !	8. K×B	8. P×B
Q—R 4	B×Kt	B×Kt ch	Kt—B 3 (*c*)	Q×B
9. B—K 2—	9. Q×B	9. K×B	9. B—QKt 5+	9. Kt—Q 5 (*d*)
—	P—B 4	P—Kt 5 ch		Q—R 3
	10. P—Q 5+	10. K—K 2		10. Kt×P ch
		B—Kt 2		K—Q sq
		11. K—Q 3		11. Kt×R+
		P—KR 4		
		12. P—KKt 3		
		Q—K 2		
		13. B—Kt 2		
		Kt—B 3		
		14. Kt—Q 5		
		Kt×Kt (*a*)		
		15. P×Kt		
		Kt—Kt 5 ch		
		16. K—B 4		
		P—QB 4		
		17. P×P		
		P×P		
		18. B×P		
		P—Kt 4 ch !		
		19. K×Kt		
		P—R 4 ch		
		20. K×KtP+(*b*)		

(*a*) If 14. Q—Q 2 15. Kt—B 4+

(*b*) Continued 20. Q—Kt 2 ch ! 21. K—R 4 ! Q—Q 2 ch 22. K—R 3 Q—Kt 4 23. Q—K sq ch K—Q 2 24. Q—K 7 ch K—B sq 25. QR—QKt sq or P—B 3+ (Steel *v.* Mason).

(*c*) 8. Kt—K 2 played by Taubenhaus against the author in the New York Tournament, is perhaps better.

(*d* Freeborough and Ranken say White can only gain R and P for B and Kt; but we prefer White, on account of his Pawns.

TABLE CLXXXV.—(Steinitz Gambit).

1.	2.	3.	4.	5.
P—K 4	Kt—QB 3	P—B 4	P—Q 4	K—K 2
P—K 4	Kt—QB 3	P×P	Q—R 5 ch	P—KKt 4 *

1.	2	3.	4.	5.
6. Kt—B 3				6. Kt—Q 5
Q—R 4				K—Q sq
7. Kt—Q 5	7. P—KKt 4 (*b*)	7. P—Kt 3	7. Kt—Q 5	7. Kt—B 3
K—Q sq	Q—Kt 3	P—Kt 5	K—Q sq	Q—R 4
8. P—B 3	8. P—KR 4	8. KKt—R 4	8. P—KKt 3 + (*d*)	8. K—B 2
B—Kt 2	P—B 3	P—B 6 ch		B—Kt 2
9. K—B 2	9. P—Q 5	9. K—B 2 + (*c*)		9. P—B 3 !
Kt—B 3	QKt—K 2			KKt—K 2
10. Kt×Kt	10. Q—Q 4			10. B—K 2
B×Kt	B—Kt 2			P—B 3
11. P—K 5	11. Q—B 5 +			11. Kt×Kt P !
B—Kt 2				Q×Kt !
12. P—KKt 4				12. QB×P
P×P *en pass.* ch				Q—R 5 ch
13. K—Kt 2				13. P—Kt 3
P—KR 3				Kt×Kt
14. P×P				14. P×Kt !
Q—Kt 3				Q×B
15. B—Q 3 (*a*)				15. P×Q wins (*e*)
P—B 4				
16. Q—B 2 +				

* We cannot agree with the *Chess Monthly* in thinking this continuation preferable to the elaborate and complicated defences hitherto adopted (*vide* "Chess Monthly" for Sept. 1887, p. 20).

(*a*) Burn *v.* Tarrasch (Frankfort Tourney).

(*b*) Preferred by Steinitz in the *International Chess Magazine.*

(*c*) White now compels the further advance of Black's Pawns, and thus obtains greater freedom for his own pieces.

(*d*) *International Chess Magazine*, p. 379. We prefer the line of play in cols. 1 and 3.

(*e*) Gossip *v.* Loman (Divan Spring Tourney, 1890). Continued 15. Kt—K 2 16. B—B 3 B—R 3 17. Q—K 2 P—Q 3 18. QR—K sq B—B sq 19. KR—Kt sq QB—B 4 20. R—KKt 7 &c.

TABLE CLXXXVI.—(Steinitz Gambit.)

1.	2.	3.	4.	5.
P—K 4	Kt—QB 3	P—B 4	P—Q 4	K—K 2
P—K 4	Kt—QB 3	P×P	Q—R 5 ch	P—QKt 3

1.	2.	3.	4.	5.
6. Kt—Kt 5				
B—R 3				
7. P—R 4	**7.**	**7.**	**7.**	**7.** P—QB 4
Castles QR	Q—R 4 ch	B×Kt ch?	P—KKt 4	B×Kt
8. Kt—B 3	**8.** Kt—B 3	**8.** P×B	**8.** Kt—B 3	**8.** P×B
Q—K 2	B×Kt ch	Q—R 4 ch	Q—R 4	Q—R 4 ch
9. K—B 2	**9.** P×B	**9.** Kt—B 3	**9.** K—Q 2!	**9.** Kt—B 3
Kt—B 3	Q×P ch	Q×KtP ch	K—Q sq	Q×P ch
10. Kt—Q 6 ch	**10.** K—B 2	**10.** K—B 2	**10.** P—QB 3	**10.** K—B 2
K—Kt sq	Q—KR 4	Q—KR 4	P—Kt 5	Q—QR 4
11. B×B	**11.** QB×P	**11.** B×P	**11.** Kt—K sq	**11.** B×P
Kt—Kt 5 ch	Kt—B 3	Kt—B 3	B—KR 3	KKt—B 3
12. K—K 2!—(*a*)	**12.** P—K 5 —	**12.** P—K 5	**12.** K—B 2	**12.** B—Q 3
—	Kt—Q 4— (*b*)	Kt—Q 4	Kt—B 3	P—QKt 4
		13. B—Q 2+ (*c*)	**13.** P—K 5	**13.** Q—Kt 3
			Kt—Q 4	QKt—QKt 5!
			14. Kt—Q 3	**14.** B—Kt sq
			P—KB 4	P—QB 4
			15. B×P+	**15.** B—Q 2
				P—B 5
				16. Q—B 3
				Q—Q sq (*d*)

(*a*) Ranken.

(*b*) White has the better position, but is a Pawn *minus*.

(*c*) Again, although *minus* a Pawn, White has the superior position. (Cook.)

(*d*) Correspondence Game — Steinitz *v.* Huntingdon Chess Club — continued 17. P—QR 4 P—QR 3 18. B—KKt 5 B—K 2 but we prefer the White. Black may also play 16. P—Q 4 but 16. Q—Kt 3 is shown by Steinitz to be inferior.

TABLE CLXXXVII.—(Vienna Game.)

1.	2.	3.	4.
P—K 4	Kt—QB 3	P—B 4	BP×P
P—K 4	Kt—KB 3	P—Q 4	Kt×P

1.	2.	3.	4.	5.
5. Q—B 3		**5.**		**5.** Q—K 2
P—KB 4 (*a*)		Kt×Kt		Kt—QB 3
6. P—Q 3	**6.** P×P *en pass.* (*b*)	**6.** KtP×Kt	**6.** QP×Kt	**6.** Kt—B 3
Kt×Kt	Kt×P	Q—R 5 ch (*d*)	B—K 2	B—KB 4 ! (*g*)
7. P×Kt	**7.** P—Q 4	**7.** P—Kt 3	**7.** B—KB 4	**7.** Q—Kt 5
P—Q 5 ! +	P—B 3	Q—K 5 ch	B—K 3	Kt—B 4
	8. B—Q 3	**8.** Q×Q	**8.** Castles QR	**8.** P—Q 4
	B—Q 3	P×Q	P—QB 3	P—QR 3
	9. KKt—K 2	**9.** B—Kt 2	**9.** Q—Kt 3	**9.** Q—K 2
	Castles + (*c*)	Kt—B 3	P—KKt 4 !	Kt—K 3
		10. P—Q 4	**10.** B—K 3	**10.** B—K 3
		P×P *en pass.*	P—KR 4	B—QKt 5
		11. B×Kt ch	**11.** Kt—B 3	**11.** Q—Q 2 ! (*h*)
		P×B	P—Kt 5	
		12. P×P	**12.** Kt—Q 4	
		B—R 3	R—Kt sq	
		13. P—Q 4	**13.** Kt×B	
		P—QB 4	P×Kt	
		14. Kt—K 2	**14.** K—Kt sq	
		P×P	Kt—Q 2	
		15. P×P —	**15.** P—KR 4 ! —(*f*)	
		R—Q sq — (*e*)	—	

(*a*) Recommended by Alapin and the *Book of the Breslau Tourney.*

(*b*) If 6. P—Q 4 Black's Kt will remain well posted at K 5.

(*c*) White's Queen is not well placed. In every case Black appears to get an excellent game.

(*d*) If 6. P—QB 4 7. Q—Kt 3 ! (Steinitz). If 6. B—K 3 7. P—Q 4 P—QB 4 8. R—Kt sq ! Q—B 2 9. B ch Kt—B 3 10. Kt—K 2 ! B—K 2 ! 11. Kt—B 4 Q—Q 2 12. P—B 4 P—QR 3

(*e*) Delmar *v.* Mason (New York Tournament) continued 16. B—K 3 B—Kt 5 ch 17. K—B 2 B×Kt 18. K×B B—R 4 19. KR—Q sq R—Q 4 20. QR—B sq B—Kt 3 21. P—Kt 4 Castles (Drawn on 35th move.)

(*f*) Col. 4, Paulsen *v.* Mason.

(*g*) If 6. B—KKt 5 7. Kt×Kt B×Kt ! but White's game is preferable. If 7. Kt—Q 5 8. Q—Q 3 B×Kt 9. Kt—Kt 3 ! wins (Hoffer).

(*h*) Gossip *v.* Blackburne (New York Tourney). White's game is difficult.

TABLE CLXXXVIII.

1. P—K 4 / P—K 4	2. Kt—QB 3 / Kt—KB 3	3. P—B 4 / P—Q 4	4. BP×P / Kt×P

1.	2.	3.	4.	5.
5. Q—B 3 (*a*) / Kt—QB 3				
6. B—Kt 5 / Kt×Kt				6. Kt×Kt? / Kt—Q 5! (*f*)
7. KtP×Kt / P—QR 3	7. QP×Kt (*c*) / B—K 2	7. / Q—R 5 ch	7. / P—QR 3	7. Q—B 3 (*g*) / P×Kt
8. B×Kt ch / P×B	8. B—KB 4 / Castles	8. P—Kt 3 / Q—K 5 ch	8. B×Kt ch / P×B	8. Kt—K 2 / P—QB 4
9. Kt—K 2! / B—K 2	9. Castles QR / B—K 3	9. Q×Q / P×Q	9. Kt—K 2+ (*e*)	9. Kt—Kt 3 / B—K 3+ or 9. / Q—Q 4+
10. Castles / Castles	10. Q—Kt 3 / B—R 5	10. B×Kt ch / P×B		
11. P—Q 4!— (*b*) / —	11. Q—K 3— / P—QR 3—	11. Kt—K 2 / B—KKt 5		
		12. Kt—Q 4 / P—QB 4		
		13. Kt—Kt 5 / K—Q 2+ (*d*)		

(*a*) A favourite move with New York experts.

(*b*) Black perhaps for choice or 11. Kt—Q 4 / B—QB 4 12. K—R sq / P—B 3 13. P×P! / R×P 14. Q—Q 3 — / P—QR 4— (Tschigorin *v.* Gunsberg, New York International Tournament).

(*c*) Steinitz prefers the capture with Knight's P, as in col. 1.

(*d*) Steinitz.

(*e*) Black's best reply is 9. / B—K 2 but his Pawns are weak. If 9. / B—B 4 10. Q—Kt 3+

(*f*) Or 6. / Kt×P 7. Q—Kt 3 / Q—K 2+

(*g*) 7. Q—Q sq is perhaps slightly preferable.

TABLE CLXXXIX.

1.	2.	3.	4.
P—K 4	Kt—QB 3	P—B 4	BP×P
P—K 4	Kt—KB 3	P—Q 4 *	Kt×P

1.	2.	3.	4.	5.
5. Kt—B 3	5.	5.	5.	5.
B—QKt 5	B—K 2	B—QB 4	B—KKt 5	Kt—QB 3
6. Q—K 2 (*a*)	6. Q—K 2 (*b*)	6. P—Q 4 ! (*c*)	6. P—Q 3 (*f*)	6. B—Kt 5
B×Kt	Kt×Kt	B—QKt 5 (*d*)	Kt×Kt	B—K 2
7. Kt P×B	7. Kt P×Kt	7. B—Q 2	7. P×Kt	7. Castles
Castles	Castles	B—KKt 5	Kt—B 3	Castles
8. B—Kt 2—	8. Q—B 2 !—	8. B—K 2 (*e*)	8. P—Q 4—	8. Q—K sq !
—	—	Kt—QB 3 !	P—B 3 —	Kt—Kt 4
		9. Castles—		9. B×Kt
		—		P×B
				10. Kt—K 2—
				—

* If 3. Kt—QB 3? 4. P×P QKt×P 5. P—Q 4 Kt—Kt 3 6. P—K 5 Kt—Kt sq 7. Kt—B 3+

(*a*) If 6. B—K 2 Castles 7. Castles Kt—QB 3+ ; for if now 8. Q—K sq ! White has a cramped, difficult position.

(*b*) Or 6. P—Q 4 Castles 7. B—Q 3 Kt×Kt 8. P×Kt P—KB 3 9. Castles P×P 10. Kt×P ! If 10. B×P ch? K×B 11. Kt—Kt 5 ch K—Kt sq 12. Q—R 5 R×R ch 13. K×R B×Kt+ Or. 11. B×Kt 12. Q—R 5 ch B—R 3 13. B×B P—Kt 3 14. R×R Q×R 15. B×Q P×Q+ (*Field*, Dec. 13, 1890).

(*c*) Or 6. Q—K 2 Kt×Kt 7. KtP×Kt Castles 8. P—Q 4 B—K 2 9. P—Kt 3 P—QB 4 (if 9. P—KB 4 10. P—K 6 &c.) 10. B—KKt 2 P×P 11. P×P B—Kt 5 ch 12. B—Q 2 B×B ch 13. Q×B B—K 3 14. Castles Kt—B 3 15. R—B 2 ! R—B sq 16. B—B sq Kt—R 4 17. B—Q 3 Kt—B 5 18. Q—B 4 P—KR 3 19. QR—KB sq P—B 3 20. Kt—R 4+ (Pollock *v.* Moehle).

(*d*) If 6. B—K 2 7. B—Q 3 &c. ; or if 6. B—Kt 3 7. B—K 2 or Q 3 &c.

(*e*) If 8. Kt×Kt? P×Kt 9. B×B P×Kt 10. P×P Q—R 5 ch 11. K—K 2 Kt—B 3 12. B—K sq Kt×QP ch 13. K—Q 3 ! B—B 4 ch 14. K—B 3 Q—B 5 15. Q×Kt Q×P ch 16. B—Q 3 B×B wins (*Sontaggs Blatt*).

(*f*) Steinitz prefers 6. Q—K 2. White may also play 6. B—K 2

TABLE CXC.

1. P—K 4 P—K 4 **2.** Kt—QB 3 Kt—KB 3 **3.** P—B 4 P—Q 4

1.	2.	3.	4.	5.
4. P×QP (*a*) Kt×P!		**4.** P—K 5		**4.** P×BP
5. Kt×Kt Q×Kt	**5.** P×P Kt×Kt	**5.** B—Kt 5 ch (*b*) P—B 3	**5.** P—Q 3 B—QKt 5	**5.** B—B 4 (*f*) B—Q 3
6. P×P Q×P ch *	**6.** Kt P×Kt Q—R 5 ch	**6.** P×P P×P	**6.** P×P Kt×KP	**6.** Kt—B 3 Castles
7. Q—K 2 Kt—QB 3	**7.** K—K 2 Q—K 5 ch	**7.** B—B 4 B—QB 4	**7.** Q×Q 4 B×Kt ch! (*d*)	**7.** Castles+
8. Kt—KB 3 Q×Q ch	**8.** K—B 2— Q×KP—	**8.** K Kt—K 2 Castles	**8.** P×B Castles	
9. B×Q— —		**9.** Kt—Kt 3 Q—Q 5	**9.** Kt—KB 3 R—K sq	
		10. Q—K 2 B—K Kt 5	**10.** B—K 3 ! Q—K 2	
		11. Q—B sq Q Kt—Q 2	**11.** B—Q Kt 5 P—QB 3	
		12. P—KR 3+ (*c*)	**12.** P×P— P×P— or **12.** — Kt×P— (*e*)	

(*a*) Preferred by Steinitz, and transposing, in some variations, into the King's Gambit Declined. Recommended also by Schallopp in the *Book of the Paris Congress*, 1878; but wrongly condemned by Zukertort and by Freeborough in the *British Chess Magazine*.

* Or 6. Kt—B 3 7. Kt—B 3 B—K Kt 5 8. B—K 2 Kt×P 9. Castles B—B 4 ch 10. K—R sq Kt—Kt 3 11. P—Q 4 B—K 2 ! 12. P—B 4 ! Q—K R 4 13. P—K R 3— —

(*b*) Or 5. Q—K 2 B—QB 4 8. B×B Q×P 9. Castles+ (if 5. B—K Kt 5 6. Kt—B 3 &c.) 6. P—Q 3 B—Q Kt 5 7. B—Q 2 B×Kt

(*c*) Continued 12. Kt—Kt 3 13. B—K 2 B—Q 2 14. Kt—Q sq Q R—Q sq 15. P—B 3 Q—Q 4 16. P—Kt 4 B—K 2 17. Kt—K 3 Q—Q 3 18. Kt (Kt 3)—B 5 B×Kt 19. Kt×B Q—B 2 20. Q—B 2 K R—K sq 21. Castles+

(Gossip *v.* Mason, Divan Tourney, 1890, compare *International Chess Magazine*, vol. vi., July 1890, pp. 193–4.)

(*d*) If 7. Q—R 5 ch? 8. P—Kt 3 Kt×P 9. Q—K 3 ch+ (Steinitz).

(*e*) Gossip *v.* Schiffers. The *Book of the Breslau Tourney* prefers 12. Kt×P If 12. Kt—Q 3 13. P×Kt P Kt×B 14. P×B becoming a Kt !!+ Compare the *Breslau Tourney Book*, p. 143, Game 81, where this extraordinary and interesting position is exhaustively analysed.

(*f*) Col. 5 transposes into a Bishop's Gambit. If 5. P—Q 4— Kt×P— If 5. B—Kt 5 ch— B—Q 2— N.B.—In col. 5 above 5. Q—B 3 B—Q 3 6. B—Kt 5 ch Q Kt—Q 2 7. P—Q 4 Castles 8. K Kt—K 2 Kt—Kt 3 9. Q B×P P—Q R 3 10. B—Q 3+ (Salvioli) is also an excellent continuation.

TABLE CXCI.

1. P—K 4 P—K 4 **2.** Kt—QB 3 Kt—KB 3 **3.** P—B 4 P—Q 4

1.	2.	3.	4.	5
4. P—Q 3		**4.** P×KP?	**4.** B—QKt 5?	
Kt—B 3 *		**5.** BP×P	**5.** BP×KP	**5.** P—Q 5
5. P×KP		Kt—Kt 5	Kt×P	**6.** P—QR 3 ! (*g*)
QKt×P		**6.** Kt×P !	**6.** P×Kt	B—R 4
6. P×P	**6.** P—Q 4	Kt×KP	Q—R 5 ch	**7.** P×Kt
B—QKt 5	Kt—Kt 3	**7.** P—Q 4	**7.** K—K 2	P×Kt
7. P—Q 4	**7.** P—K 5	Kt—Kt 3 !	B×Kt	**8.** P—QKt 4
Kt—Kt 3	Kt—K 5	**8.** Kt—KB 3	**8.** P×B	B—Kt 3
8. B—Kt 5 ch	**8.** Kt—KB 3	B—K 2 (*a*)	B—Kt 5 ch	**9.** P×P
B—Q 2	B—QKt 5	**9.** B—Q 3 (*b*)	**9.** Kt—B 3	R—Kt sq
9. Q—K 2 ch—	**9.** B—Q 2 —	Castles	P×P	**10.** Q—R 5+
—	B—Kt 5—	**10.** Castles + (*c*)	**10.** Q—Q 4	
			B—R 4	
			11. K—K 3 ! (*d*)	
			B×Kt	
			12. B—Kt 5 ch ! (*e*)	
			P—QB 3	
			13. P×B	
			P×B	
			14. Q×KP	
			Q×Q (*f*)	
			15. K×Q	
			Castles	
			16. R—Q sq ! +	

N.B.—In col. 3 above, Salvioli gives for Black 6. QKt—B 3 7. P—B 3 QKt×P 8. P—Q 4 P—KB 4 ! 9. Kt—Kt 3 ! Kt—Kt 3 10. B—QB 4 B—Q 3 11. Q—K 2 ch K—B sq ! 12. Kt—B sq B—Q 2 13. Kt—B 3 ! Q—K sq 14. P—KR 3 Kt—B 3 + but we would prefer in this variation for White 11. KKt—K 2 and White's 12th move seems weak.

* If 4. P×KP 5. BP×P Kt—Kt 5 6. Kt×P ! see col. 3. If 6. P—Q 4 P—K 6 we have a form of the Philidorian Defence favourable to Black, who, in this case, is first instead of second player.

(*a*) If 8. Q—K 2 ? 9. B—Q 3 P—KB 4 10. B—KKt 5 Q—K 3 11. Castles P×Kt 12. B×P B—Q 3 13. Kt—K 5 &c.
If 8. Kt—B 3 9. P—B 3 QB—Kt 5 10. B—Q 3 B—Q 3 11. Castles B×Kt 12. Q×B Castles 13. Kt—Kt 5 Q—Q 2
14. Q—R 5 P—K 3 15. R×P wins.

(*b*) If 9. B—QB 4 ? —

(*c*) Black's best course now is 10. Kt—Q 2 followed by Kt—KB 3 (Steinitz).

(*d*) Declared best by Steinitz and Lipschütz. Freeborough and Ranken give the inferior continuation 11. K—Q 2 which loses the game by 11. Q—Kt 5 12. P—KR 3 Q—B 5 ch 13. K—Q sq (if 13. K—K sq Q—Kt 6 ch and 14. P×Kt &c.) 13. P×Kt and Black, instead of White, wins, which makes all the difference.

(*e*) Again Freeborough and Ranken give the bad continuation 12. P×B as best, which enables Black to draw at least by 12. Q—K 8 ch 13. K—B 4 K—R 5 ch

(*f*) 14. Q—R 3 ch is given as best by Steinitz, but White has still the advantage.

(*g*) Suggested by Mr. Ranken. If 6. P×Kt P×Kt 7. P—QKt 3 — Q×P —

TABLE CXCII.

1. P—K 4	2. Kt—QB 3	3. P—B 4
P—K 4	Kt—KB 3	P—Q 4

1.	2.	3.	4.	5.
4. P—Q 3			4.	
P×BP *			P—Q 5 (*b*)	
5. P×P!— (*a*)	5. P—K 5 ?	5.	5. P×P	
Kt×P—	Kt—Kt 5	P—Q 5	Kt—Kt 5 (*c*)	
or	6. B×P	6. P×Kt	6. QKt—K 2	
5. —	P—Q 5	P×Kt	Kt×KP	
B—QKt 5 —	7. Kt—K 4	7. P×KtP	7. P—B 3 (*d*)	7. Kt—Kt 3
	Kt—QB 3	B×P	P—QB 4 (*e*)	B—Q 3
	8. Kt—KB 3	8. Q—K 2 ch	8. Kt—Kt 3—	8. Kt—B 3
	Q—Q 4+	B—K 3+	—	B—KKt 5
				9. B—K 2
				Kt×Kt ch
				10. B×Kt
				B×Kt ch
				11. P×B
				B—K 3
				12. B—B 4—
				—

* If 4. ——— given in the preceding Table, col. 1, and continued 5. P×KP up to White's
Kt—B 3
9th move, leading to an even game, Salvioli gives, instead of 5. P×KP 5. Kt—B 3
as best, and carries out the variation in White's favour as follows: 4. P—Q 3
Kt—B 3

5. Kt—B 3! (if 5. ——— 6. KKt×P 7. P×Kt 8. P—Q 4 9. B—QB 4+)
B—KKt 5 P×KP Kt×Kt Kt—Kt 5 P—K 6
6. B—K 2 7. B×B 8. Kt×P 9. B×Kt 10. Castles 11. P—B 5
B×Kt P×KP Kt×Kt B—Q 3 Castles P—B 3
12. R—B 3 wins.

(*a*) Transposing into a form of the King's Gambit Declined, White's Bishop being shut in.
Or 5. B×P (if 5. ——— 6. Kt×P 7. P×Kt 8. R×Q+) 6. QKt—K 2
P—Q 5 P×P Kt×Kt Q×Q ch P—B 4
7. Kt—Kt 3 8. B—K 2 9. Kt—B 3 10. Castles —
Kt—B 3 B—K 2 Castles P—KR 3—

(*b*) Played by Burille and the Boston School. We believe, however, that in the long run, Black's P at Q 5 becomes weak, and that White's game is slightly preferable.

(*c*) If 5. ——— 6. P×Kt 7. P×P 8. B—Q 2 &c. If 5. ——— 6. P×Kt
P×Kt Q×P Q×P ch B—QKt 5 P×Kt
(if 6. ——— 7. P—QR 3 &c.) 7. P—QKt 3 8. Kt—KB 3 &c. (or 8. B—K 3)
Q×P Q×P

(*d*) Kt—Kt 3 is not so strong, we think.

(*e*) If 7. ——— 8. Q—R 4 ch+
B—KKt 5

TABLE CXCIII.

1. P—K 4	**2.** Kt—QB 3
P—K 4	Kt—KB 3

1.	2.	3.	4.	5.
3. P—KKt 3			**3.** P—B 4	
B—QB 4			P×P ?	
4. B—Kt 2			**4.** P—K 5	**4.**
Castles			Kt—Kt sq	Q—K 2
5. KKt—K 2			**5.** Kt—B 3	**5.** Q—K 2
P—Q 3			P—Q 4	Kt—Kt sq
6. Castles			**6.** P×P *en pass.*	**6.** Kt—B 3
Kt—B 3			B×P	P—QB 3
7. P—Q 3 (*a*)		**7.**	**7.** B—B 4	**7.** P—Q 4
Kt—K 2		B—K 3 ?	KKt—B 3	P—KKt 4
8. Kt—Q 5	**8.** B—KKt 5	**8.** Kt—Q 5	**8.** P—Q 4	**8.** Kt—K 4
Kt×Kt	Kt—K sq	B×Kt	P—B 3	P—KR 3
9. P×Kt—	**9.** Kt—Q 5—	**9.** P×B	**9.** Castles	**9.** Kt—Q 6 ch
P—B 4—	P—B 3—	Kt—K 2	Castles	K—Q sq
		10. B—Kt 5	**10.** Kt—K 5	**10.** Q—B 4
		Kt—Q 2	P—QKt 4	R—R 2
		11. P—Q 4	**11.** B—Q 3	**11.** B—Q 3+
		P×P	P—Kt 5	
		12. Kt×P	**12.** Kt—K 2	
		P—KR 3	P—B 6	
		13. B—K 3	**13.** Kt×P—	
		Kt—K 4	B—Kt 2 —	
		14. Q—K 2		
		Q—Q 2		
		15. P—KR 3—		
		QR—K sq—		

(*a*) Lasker *v.* Lipke (*Schachzeitung*).

Col. 3 continued: 16. QR—K sq, Q—R 5! 17. P—Kt 3, Q—Kt 5! 18. P—QB 4, Q—Kt 3 &c. (*Book of the Breslau Tourney*).

TABLE CXCIV.

1.	2.
P—K 4	Kt—QB 3
P—K 4	Kt—KB 3

1.	2.	3.	4.	5.
3. Kt—KB 3		**3.**	**3.** B—B 4?	
P—KKt 3*		Kt—QB 3	Kt×P ! (*b*)	
4. P—Q 4		**4.** B—Kt 5 !	**4.** Kt×Kt	**4.** B×P ch
P×P			P—Q 4	K×B
5. Kt×P		(See the Double Ruy Lopez Tables LVIII., LIX., LX., LXI., and LXII.)	**5.** Q—R 5 (*c*)	**5.** Kt×Kt
B—Kt 2			P×B	P—Q 4
6. B—K 3			**6.** Q×KP ch	**6.** Kt—Kt 3 (*e*)
Kt—B 3			B—K 3	B—Q 2+
7. Kt×Kt	**7.** P—KR 4		**7.** Kt—KB 3	
KtP×Kt	P—KR 3		Kt—QB 3	
8. P—K 5	**8.** P—B 4		**8.** Q—B 3 ! (*d*)	
Kt—Kt sq	P—Q 4		Q—Q 2+	
9. P—KB 4	**9.** Kt×Kt			
P—Q 3 (*a*)	P×Kt			
10. Q—B 3	**10.** B—Q 4			
B—Q 2	Castles+			
11. Castles QR				
P×P				
12. P×P				
Kt—K 2				
13. B—QB 4				
Castles				
14. P—K 6				
P×P				
15. B×P ch				
K—R sq				
16. R×B wins				

* This column occurs in the "Three Knights' Game" by a transposition of moves, *see* Table LXIV., p. 74, col. 1. It is repeated here merely to show the variation in Black's 6th move in col. 2 of this Table, which is not given in Table LXIV.

(*a*) If 9. R—Kt sq 10. B—QB 4 &c.

(*b*) If 3. Kt—QB 3 or 3. B—QB 4 we have usually a dull form of the Giuoco Piano leading to equal positions.

(*c*) If 5. B×P Q×B+

(*d*) If 8. Q—B 4 Kt—Kt 5 9. K—Q sq Q—Q 2 10. R—K sq Castles QR with a strong attack. (Haller *v.* Pollock, *Schachzeitung*, June 1890).

(*e*) If 6. Q—R 5 ch K—Kt sq 7. Kt—Kt 5 Q—Q 2+

TABLE CXCV.

1. P—K 4	2. Kt—QB 3	3. B—B 4
P—K 4	Kt—KB 3	Kt—B 3

1.	2.	3.	4.	5.
4. Kt—B 3*				
Kt×P				
5. Kt×Kt !			**5.** B×P ch ?	
P×Q 4			K×B	
6. B—Kt 5 !	**6.** B×P ?	**6.** B—Q 3 ?	**6.** Kt×Kt	
P×Kt	Q×B+(*b*)	P×Kt	P—Q 4	
7. Kt×P		**7.** B×P	**7.** QKt—Kt 5 ch	
Q—Q 4		B—Q 2	K—Kt sq !	
8. B×Kt ch		**8.** B×Kt	**8.** P—Q 4 !	**8.** P—Q 3
P×B		B×B	P—KR 3	P—KR 3
9. P—Q 4	—	**9.** Kt×P	**9.** Kt—R 3	**9.** Kt—R 3
P—QB 4 or P×P *en pass.*— (*a*)		B×P	B×Kt !	P—KKt 4
		10. Q—K 2	**10.** P×B	**10.** QKt×P ? (*d*)
		Q—K 2	P×P !	P×Kt
		11. R—KKt sq	**11.** Kt×P	**11.** B×P
		B—Q 4+	Q—R 5 (*c*)	B—K 2
			12. Kt×Kt	**12.** Q—Q 2
			R—K sq ch	B—KKt 5
			or	**13.** Castles QR
			12. B—K 3	B×B
			R—K sq+	**14.** Kt×B
				B×R+ (*e*)

* The game is now resolved into the "Four Knights' Opening" by a transposition of moves. White may, however, play 4. P—Q 3 (B—B 4) 5. P—QR 3 (P—Q 3) 6. Kt—R 4 (B—Kt 3) 7. Kt×B (RP×Kt) 8. P—QB 3 (Kt—K 2) 9. Kt—K 2 !

(*a*) We slightly prefer Black's game.

(*b*) Black has two Bishops and Knight against two Knights and Bishop, and the better development.

(*c*) 11. Q—Q 2 is also a good move here.

(*d*) 10. QKt—Kt sq is better.

(*e*) The foregoing variation occurs in a match game between Donisthorpe and the author, published in the *Illustrated London News.*

TABLE CXCVI.

1.	2.	3.	4.	5.
P—K 4	QKt—B 3	P—B 4	Kt—B 3	P×P
P—K 4	B—B 4	P—Q 3*	Kt—KB 3	P×P

1.	2.	3.	4.	5
6. Kt×P			**6.**	
Q—Q 5 (*a*)			Castles (*c*)	
7. Kt—Q 3		**7.**	**7.** Kt—B 3	**7.**
B—Kt 3 !		Castles ?	R—K sq	Kt×P
8. Q—B 3	**8.**	**8.** Kt×B	**8.** P—Q 3	**8.** Kt×Kt
Kt—B 3	B—Kt 5	Q×Kt	Kt—B 3	R—K sq
9. B—K 2	**9.** Q—Kt 3	**9.** P—Q 4	**9.** B—Kt 5	**9.** Q—K 2+
B—Kt 5	Kt—B 3	Q—QR 4	Q—Q 3	
10. Q—B 4	**10.** Kt—B 2	**10.** B—Q 3	**10.** B×Kt	
B×B	Kt—Kt 5	R—K sq	Q×B	
11. K×B	**11.** Kt×B	**11.** Castles	**11.** Q—Q 2	
Castles QR	Kt×P ch	B—Kt 5	Kt—Q 5	
12. Kt—K sq+	**12.** K—Q sq+	**12.** Q—K sq	**12.** Kt×Kt	
		Kt—B 3	B×Kt	
		13. B—K 3	**13.** P—KKt 3	
		QR—Q sq	Q—QKt 3	
		14. P—K 5+	**14.** Kt—Q sq	
		or	B—Kt 5 (*d*)	
		14. R×Kt+ (*b*)	**15.** P—B 3	
			B×Kt	
			16. K×B	
			B—K 6	
			17. Q—K 2+ (*e*)	

* If 3. P×P? we have the Steinitz Gambit, the first player being a move ahead, with the better game. A *partie* between Steinitz and Vazquez was continued 3. P×P 4. P—Q 4 Q—R 5 ch 5. K—K 2 B—Kt 3 6. Kt—B 3 Q—R 3 7. P—KKt 3 P—Kt 4 8. P×P P—Kt 5 9. Kt—K sq Kt—QB 3 10. B—K 3+

(*a*) Although White is subjected by this move to a troublesome counter attack, White, with a pawn ahead, should ultimately get the lead.

(*b*) Col. 3 (Steinitz *v.* Max Judd).

(*c*) The *Chess Monthly* suggests 6. B—Q 5 followed by 7. B×Kt as safer play.

(*d*) If 14. P—B 4 15. P—B 3 and 16. B—Kt 2+

(*e*) Continued 17. QR—Q sq 18. K—B 2 P—KB 4 (if 18. R×KP 19. P×R+) 19. B—Kt 2 P×P 20. P—Q 4 ! B—Kt 4 21. B×P R—K 2 22. QR—K sq QR—K sq 23. Q—B 3 Q—KB 3 24. B—Q 5 ch+ (Bauer *v.* Fleissig).

TABLE CXCVII.

1.	2.	3.	4.
P—K 4	Kt—QB 3	P—B 4	Kt—B 3
P—K 4	B—B 4	P—Q 3	Kt—KB 3

1.	2.	3	4.	5.
5. B—B 4				
Kt—B 3 *				
6. P—Q 3	**6.**	**6.**		
P—QR 3 (*a*)	Kt—Kt 5	B—KKt 5		
7. P—B 5	**7.** Q—K 2!	**7.** Kt—QR 4!	**7.** P—KR 3	
Kt—QR 4 (*b*)	B—B 7 ch	B—Kt 3	B×Kt	
8. P—QR 3	**8.** K—Q sq	**8.** Kt×B	**8.** Q×B	
Kt×B	B—Kt 3	RP×Kt	Kt—Q 5	
9. P×Kt	**9.** R—B sq	**9.** B—QKt 5!+	**9.** Q—Kt 3	**9.**
Q—K 2	Castles		Kt×P ch	Castles
10. B—Kt 5	**10.** P—KR 3+		**10.** K—Q sq	**10.** P×P
P—B 3			Kt×R	P×P
11. R—KB sq—(*c*)			**11.** Q×P	**11.** B—KKt 5
—			K—Q 2! (*d*)	B—K 2! (*e*)
			12. P×P	
			P×P	
			13. B—KKt 5	
			KR—Kt sq	
			14. Q×P ch	
			Q—K 2	
			15. B—K 6 ch	
			K—B 3+	

* If 5. P—QR 3 6. P—Q 3 Kt—QB 3 7. P—QR 3 B—KKt 5 8. P—KR 3 B×Kt 9. Q×B Kt—Q 5 10. Q—Kt 3 Kt×P ch 11. K—Q sq Kt×R 12. Q×KtP R—B sq 13. P×P P×P 14. B—KKt 5 B—K 2 15. R—KB sq+

If 5. P—QB 3 6. P×P P×P 7. Q—K 2 QKt—Q 2 8. P—Q 3 P—QKt 4 9. B—Kt 3 P—QR 4 10. P—QR 4! P—Kt 5 11. Kt—Q sq Q—QKt 3 12. Kt—K 3+

(*a*) If 6. B—K 3 7. B—Kt 5 &c.

(*b*) If 7. P—KR 3 8. P—KR 3 &c. He may, however, play 7. P—QKt 4 8. B—Kt 3— B—Kt 2— (Potter).

(*c*) Col. 1. Blackburne *v.* Gunsberg.

(*d*) *Oesterreichische Schachzeitung.*

(*e*) If 11. Kt×P ch? 12. K—Q sq! (if 12. K—K 2? Kt—Q 5 ch 13. K—Q 2 B—K 2 14. Q×P Kt—B 3 15. Q—Kt 3 Kt—KR 4 16. B×B Q×B+ Tschigorin *v.* Burille, New York Tourney) 12. Kt×R 13. Kt—Q 5 B—K 2 14. Kt×B ch Q×Kt 15. R—B sq K—R sq 16. Q—R 4 P—Kt 4 17. R×Kt P—B 3 18. R—R 6 wins.

TABLE CXCVIII.

1.	2.	3.	4.
P—K 4	Kt—QB 3	P—B 4	Kt—B 3
P—K 4	B—B 4	P—Q 3 *	B—KKt 5

1.	2.	3.	4.	5.
5. B—B 4				**5.** P×KP (*g*)
Kt—QB 3				P×P !
6. P×P !	**6.** P—KR 3 ?	**6.** Kt—QR 4 ?	**6.** B—Kt 5 (*f*)	**6.** B—B 4 (*h*)
Kt×P (*a*)	B×Kt	Kt—Q 5	Kt—B3(orK2)	B×Kt (*i*)
7. B—K 2— (*b*)	**7.** Q×B	**7.** B—K 2	**7.** P—Q 3 —	**7.** Q×B
—	Kt—Q 5	B×Kt	—	Kt—KB 3
	8. Q—Kt 3	**8.** B×B		**8.** P—Q 3
	Kt×P ch	P×P		Kt—QB 3
	9. K—Q sq	**9.** Kt×B		**9.** B—Kt 5—
	Kt×R	Q—R 5 ch		—
	10. P×P	**10.** K—B sq		or
	Kt—K 2 ! (*c*)	P×Kt+ (*e*)		**9.** R—B sq —
	11. Q×P			—
	K—Q 2 ! (*d*)			
	12. Q—Kt 4 ch !			
	K—B 3+			

* If 3. B×Kt ? 4. R×B Q—R 5 ch 5. P—Kt 3 Q×RP 6. R—Kt 2 Q—R 8 7. Q—Kt 4+

(*a*) If 6. B×Kt 7. Q×B Kt×P (if 7. Kt—Q 5 8. Q—Kt 3 Kt×P ch 9. K—Q sq Kt×R 10. Q×KtP Q—Q 2 11. P—K 6+) 8. Q—K 2 Kt×B 9. Q×Kt Q—R 5 ch 10. P—Kt 3 Q—R 6 11. Q—B sq &c. If 6. P×P 7. P—Q 3 (if 7. Kt—Q 5 ? 8. B×P ch K—B sq 9. Kt×Kt+) 7. B×Kt (if 7. Kt—B 3 8. B—KKt 5) 8. Q×B Kt—Q 5 9. Q—Kt 3 Kt×P ch 10. K—Q sq Kt×R 11. Q×KP ch Q—K 2 12. Q×KtP Q—B 3 13. Q×Q Kt×Q 14. R—B sq &c.

(*b*) White has a strong centre (Steinitz).

(*c*) If 10. P×P ? 11. R—B sq Kt—B 3 12. Q×KtP K—Q 2 13. R×Kt K—B sq 14. R×P+

(*d*) Gossip *v.* Mieses (Breslau Tourney). Black, with care, should win.

(*e*) 11. P—Q 3 is now White's best move; but he has an inferior game. If he play 11. P—B 3 Kt×B 12. Q×Kt Castles 13. P—Q 3 P—KKt 4 14. K—K 2 Kt—B 3 15. B—Q 2 (if 15. P—KKt 3 Q—R 6 &c.) 15. P—B 5+ (Thorold.)

(*f*) Losing a move!

(*g*) If 5. P—KR 3 B×Kt 6. Q×B Kt—QB 3 7. B—QKt 5— ; or if 5. B—Kt 5 ch P—B 3 6. B—B 4 P—QKt 4 7. B—Kt 3 P—QR 4 8. P—QR 3 P—R 5 9. B—R 2 Kt—Q 2 10. P—Q 3— — (if 10. P—R 3 B×Kt 11. Q×B P×P 12. Kt—K 2 Q—R 5 ch (Crane *v.* Gossip). 13. P—Kt 3 P×P 14. Q×KtP Q×Q ! 15. Kt×Q KKt—B 3 16. P—B 3 Kt—K 4 17. K—K 2 ! B—Kt 3+)

(*h*) See next page.

(*i*) See next page.

TABLE CXCIX.

1. P—K 4 / P—K 4 **2.** Kt—QB 3 / B—B 4 **3.** P—B 4 / P—Q 3 **4.** Kt—B 3

	1.	2.	3.	4.	5.
4.	Kt—QB 3				
5.	B—Kt 5 / B—KKt 5 (*a*)				**5.** —— / B—Q 2
6.	Kt—QR 4 / B—Kt 3			**6.** P—Q 3 / Kt—B 3	**6.** P—Q 3 / Kt—B 3
7.	P—Q 3 / KKt—K 2	**7.** Kt×B / RP×Kt		**7.** P—KR 3 / B×Kt	**7.** Q—K 2 — / —
8.	P—B 3 / Castles	**8.** Castles / Kt—B 3	**8.** —— / Kt—K 2?	**8.** Q×B / Kt—Q 2	
9.	P—B 5 / P—Q 4	**9.** P—Q 3 / Castles	**9.** P—QB 3 / or / **9.** P—Q 3+ (*b*)	**9.** B×Kt / P×B	
10.	P—KR 3 / B×Kt	**10.** P—B 3 / P×P		**10.** P—B 5 / Q—B 3	
11.	Q×B / Kt—Q 5	**11.** B×P / Kt—KR 4		**11.** Kt—K 2 / P—KKt 3	
12.	P×Kt / B—R 4 ch	**12.** Q—Q 2 / Kt—K 2		**12.** Kt—Kt 3 (*c*)	
13.	K—B sq+	**13.** P—Q 4 — / Kt—Kt 3 —			

(*h*) Or 6. B—Kt 5 ch / P—B 3 7. B—B 4 / Kt—Q 2 (if 7. —— / B×Kt 8. Q×B / Kt—KB 3 9. P—Q 3 &c.)
8. R—B sq / KKt—B 3 9. P—KR 3 / B×Kt 10. Q×B / Castles 11. P—Q 3 &c.

(*i*) If 6. —— / Kt—KB 3? 7. B×P ch / K—B sq 8. B—Kt 3 / Kt—B 3 9. R—B sq / Kt—Q 5 10. Kt×Kt / B×Q (if 10. —— / Q×Kt 11. Q×B / Q—B 7 ch 12. R×Q / B×R ch 13. K×B+) 11. Kt—K 6 ch+ Or if 10. —— / P×Kt 11. Q×B / P×Kt 12. KtP×P+

(*a*) We agree with Ranken in preferring 5. —— / B—Q 2

(*b*) If 9. P—KR 3? / B×Kt 10. Q×B / Castles 11. P—QB 3 / P—B 4!

(*c*) Gunsberg *v.* Ranken. Ranken now suggests 12. —— / Castles QR for Black.

TABLE CC.

1. P—K 4 P—K 4 **2.** QKt—B 3 B—B 4

1.	2.	3.	4.	5
3. Kt—B 3 P—Q 3 !			**3.** Kt—QB 3 ?	**3.** Kt—QR 4 B×P ch (*a*)
4. P—Q 4 P×P	**4.** Kt—QR 4 B—Kt 3	**4.** B—B 4 Kt—KB 3	**4.** Kt×P !+	**4.** K×B Q—R 5 ch
5. Kt×P Kt—KB 3	**5.** Kt×B+	**5.** P—Q 3 B—K 3		**5.** K—K 3 Q—B 5 ch
6. B—QB 4 B—QKt 5		**6.** B—Kt 3 QKt—Q 2		**6.** K—Q 3 P—Q 4
7. Castles B×Kt		**7.** B—K 3 P—B 3		**7.** K—B 3 Q×P
8. P×B P—KR 3		**8.** Castles P—KR 3		**8.** K—Kt 3 B—K 3+
9. B—R 3 QKt—Q 2		**9.** P—Q 4 P×P		
10. P—KB 4		**10.** B×P B—QKt 5		
		11. B×B P×B		
		12. P—K 5 P×P		
		13. Kt×P Kt×Kt		
		14. B×Kt Q×Q		
		15. QR×Q B×Kt		
		16. B×B — R—Q sq—		

Col. 3, Mackenzie *v.* Max Judd.

(*a*) Or 3. B—K 2 (Potter).

TABLE CCI.

1. P—K 4 P—K 4 **2.** Kt—QB 3 Kt—QB 3 **3.** P—KKt 3

	1.	2.	3.	4.	5.
3.	B—B 4		Kt—B 3		P—B 4
4.	B—Kt 2		B—Kt 2		P×P
	P—QR 3	KKt—K 2 (*b*)	B—B 4		Kt—B 3
5.	KKt—K 2	KKt—K 2	KKt—K 2 (*d*)	Kt—Q 5	B—Kt 2
	P—Q 3 (*a*)	Castles	P—Q 3	P—Q 3	P—Q 4
6.	P—Q 3	Castles—	Castles	P—QB 3	P—Q 3
	KKt—K 2	P—QR 3!—(*c*)	B—K 3	Kt×Kt	B×P
7.	Kt—Q 5		Kt—R 4	P×Kt	B—Kt 5
	Kt×Kt		Q—Q 2	Kt—K 2	B—K 3!
8.	P×Kt		Kt×B	Kt—K 2	B×Kt
	Kt—K 2		P×Kt	Castles	P×B
9.	P—Q 4		P—QKt 3	Castles	Q—R 5 ch—
	P×P		B—R 6	B—Kt 3	B—B 2 —
10.	Kt×P		P—Q 3	P—Q 4	
	Kt—B 4		Castles QR	Kt—Kt 3	
11.	Kt—K 2 —		B—Kt 5—	P—KR 3 —	
	Castles!—		P—KR 3—	P—KB 4— (*e*)	

(*a*) If 5. Kt—B 3 6. P—KR 3!; for if 6. P—Q 3 Kt—Kt 5 7. Castles P—KR 4 8. P—KR 3 P—R 5! 9. P×Kt P×P 10. Kt×P Q—R 5 11. R—K sq Q×Kt wins.

(*b*) Better than Kt—KB 3 which would prevent Black from playing P—KB 4 (Paulsen) *e.g.* 4. Kt—B 3 5. P—Q 3 P—Q 3 6. KKt—K 2 Kt—KKt 5 7. Castles P—B 4 8. Kt—R 4! &c. If 8. Kt—Q 5 P×P 9. B×P Castles 10. B—K 3 B×B 11. P×B R×R ch 12. Q×R Kt—K 2+ Steinitz, however, prefers 4. Kt—B 3

(*c*) A game between Bardeleben and Metger was continued 6. P—B 4 7. P—Q 3 P—Q 3 8. Kt—R 4 B—Kt 3 9. Kt×B RP×Kt 10. P—KR 3 Kt—Kt 3 11. P×P B×P 12. P—Q 4!— K—R sq—

(*d*) Or 5. P—Q 3 P—Q 3 6. KKt—K 2 Kt—KKt 5 7. Castles P—B 4 8. Kt—R 4! (If 8. Kt—Q 5 P×P 9. B×P! Castles 10. B—K 3 B×B 11. P×B R×R ch 12. Q×R Kt—K 2+)

(*e*) Blackburne *v.* Gossip (Breslau Tourney). Continued 12. P—KB 4 P—K 5 13. B—K 3 B—Q 2 14. P—B 4 Kt—K 2 15. P—B 5 B—R 4 16. P—R 3; and here Black played 16. B—Kt 4 losing a piece, whereas 16. P—B 3 would have given him the better game.

TABLE CCII.

1. P—K 4	2. Kt—QB 3	3. P—KKt 3
P—K 4	Kt—QB 3	Kt—B 3*

1.	2.	3.	4.	5.
4. B—Kt 2				
B—B 4				
5. KKt—K 2 !			**5.** Kt—Q 5 ?	**5.** P—Q 3
P—Q 3			P—Q 3	P—QR 3
6. P—Q 3	**6.** Castles	**6.** Kt—R 4	**6.** P—QB 3	**6.** P—B 4
P—QR 3	B—K 3	P—Kt 3	Kt×Kt	P—Q 3
	7. Kt—R 4	**7.** Kt×B	**7.** P×Kt	**7.** P—B 5—
	Q—Q 2	RP×Kt	Kt—K 2	—
	8. Kt×B	**8.** Castles	**8.** Kt—K 2	
	P×Kt	B—KKt 5	Castles	
	9. P—Kt 3	**9.** P—KB 3—	**9.** Castles	
	B—R 6	B—K 3—	B—Kt 3	
	10. P—Q 3		**10.** P—Q 4	
	Castles QR		Kt—Kt 3	
	11. B—Kt 5		**11.** P—KR 3	
	P—KR 3		P—KB 4	
	12. B×Kt		**12.** P—KB 4	
	P×B		P—K 5	
	13. P—KB 4		**13.** B—K 3	
	B×B		B—Q 2	
	14. K×B		**14.** P—B 4	
	P—KR 4		Kt—K 2	
	15. P—B 5		**15.** P—B 5	
	QR—Kt sq		B—R 4	
	16. P—KR 3—(*a*)		**16.** P—R 3	
	R—Kt 4—		P—B 3 ! +	

* If 3. P—B 4 4. B—Kt 2 P—QR 3 ! 5. KKt—K 2 P—Q 3 6. P—Q 3 KKt—K 2 7. Kt—Q 5 Kt×Kt 8. P×Kt Kt—R 2 9. P—Q 4 P×P 10. Kt×P &c. If 3. B—B 4 4. B—Kt 2 Kt—B 3 ! (If 4. P—QR 3 5. KKt—K 2 Kt—B 3 6. P—KR 3 !) Here 6. P—Q 3 ? Kt—Kt 5 7. Castles P—KR 4 8. P—KR 3 P—R 5 9. P×Kt P×P 10. Kt×P Q—R 5 11. R—K sq Q×Kt wins.

(*a*) Bardeleben *v.* Schiffers.

TABLE CCIII.

1.	2.	3.	4.	5.
P—K 4	Kt—QB 3	P—B 4 *	Kt—B 3	P—Q 4
P—K 4	Kt—QB 3	P×P (*a*)	P—KKt 4	
			5.	
			P—Kt 5	
			6. Kt—K 5	**6.** B—B 4 ?
			Kt×Kt	P×Kt (*h*)
7. P—Q 6 (*c*)	**7.**		**7.** P×Kt	**7.** Q×P
Kt×Kt ch !	P—QB 3 (*e*)		Q—R 5 ch	Q—R 5 ch
8. Q×Kt	**8.** P—KR 4		**8.** K—K 2	**8.** P—Kt 3
P×P	P—KR 3		P—B 6 ch !	Kt×P
9. P—KR 4 !	**9.** Kt—Q 4	**9.**	**9.** P×P	**9.** Q—B 2
P—KR 3	Kt—Kt 3 !	P—Kt 3 ?	P×P ch	Q—B 3
10. B—B 4	**10.** Kt—B 5	**10.** Kt—B 5	**10.** K—Q 3—	**10.** Kt—Q 5
Kt—B 3 ! + (*d*)	B—K 4	K—B sq	—	Q—K 4
	11. P—R 5	**11.** P×P		**11.** Castles
	Kt—B sq + (*f*)	P×P		B—B 4 +
		12. R×R		
		B×R		
		13. Q—R 5		
		B—B 3		
		14. B—Q 2		
		B—QKt 2		
		15. B—K 2 —		
		Q—K sq — (*g*)		

3. B—B 4 brings about a *Giuoco Piano, e.g.* 3. B—B 4 Kt—B 3 4. P—Q 3 B—QKt 5 5. Kt—B 3 P—Q 3 6. Castles B—K 3 (or 6. B—KKt 5) 7. Kt—Q 5 B×Kt (if 7. B—QB 4) 8. B—KKt 5 8. P×B Kt—K 2 9. P—QB 3 B—QB 4 ! 10. B—KKt 5 Castles (Blackburne *v.* Taubenhaus, Manchester Congress). Blackburne (White) now took Kt with B—a capture which Taubenhaus condemns—and lost.

(*a*) Or 3. B—B 4 4. P×P P—Q 3 ! (If 4. Q—K 2 5. Kt—B 3 Kt×P 6. P—Q 4 Kt×Kt ch 7. P×Kt Q—R 5 ch) 8. K—K 2 B—Kt 3 (Bardeleben). 9. B—K 3 + 5. P×P Q×P 6. Kt—B 3 B—KKt 5 7. B—Kt 5 Kt—K 2 8. P—Q 3 Castles KR

(*b*) P—Q 3 may also be played here.

(*c*) Paulsen's move, but condemned by Steinitz. We consider it unsound.

(*d*) We think this a better move than 10. P—Q 4 given as best by the *Chess Monthly*, on account of 11. Kt×P to which Black's only feasible reply appears to be 11. Kt—K 2; for if 11. Kt—B 3 12. P×P P×P 13. R×R ch B×R 14. Q—B 3 P—Q 3 15. P—KKt 3 B—Kt 2 16. P×P Kt—Kt 4 17. Q—B 3 P—Kt 5 18. Q—R sq Kt—B 3 19. B—Q 2 Kt×Kt 20. B×Kt Q—Kt 3 21. B—Kt 3 + (Paulsen *v.* Englisch). The *Chess Monthly* now suggests 21. Q—Q 5 ; but we prefer the White.

(*e*) If 7. P×P 8. Kt—Q 4 or 5 +

(*f*) *International Chess Magazine*, p. 276. Black will now get the better game by Q—B 3 and Kt—K 3 and get rid of the QP with two Pawns *plus*. Kt—Kt 2

(*g*) Paulsen *v.* Mincwitz.

(*h*) Transposing into a Muzio Gambit.

GAME ILLUSTRATIVE OF THE VIENNA OPENING.

PLAYED IN THE LATE MANCHESTER TOURNEY.

(From the *British Chess Magazine.*)

	WHITE (Gossip)	BLACK (Mason)
1.	P—K 4	P—K 4
2.	Kt—QB 3	Kt—KB 3
3.	P—B 4	P—Q 4
4.	P×QP (*a*)	P×P (*b*)
5.	B—Kt 5 ch	B—Q 2
6.	Q—K 2 ch	B—K 2
7.	Kt—B 3	Castles
8.	Castles	R—K sq (*c*)
9.	P—Q 4	B—QKt 5
10.	Q—B 4	B×Kt
11.	P×B	B×B
12.	Q×B	Q×P
13.	R—Kt sq	Q×Q
14.	R×Q	P—QKt 3
15.	B×P	QKt—Q 2 (*d*)
16.	QR—Kt sq	Kt—Q 4 (*e*)
17.	B—Q 2	Kt—K 6
18.	B×Kt	R×B
19.	R—Kt 3	QR—K sq
20.	P—B 4	P—KB 3
21.	R×R	R×R
22.	R—K sq	R×R ch
23.	Kt×R	K—B 2
24.	K—B 2	K—K 3
25.	K—K 3	P—KKt 4
26.	Kt—Q 3	P—KB 4
27.	P—Kt 3	Kt—B 3
28.	Kt—B 2*	P—KR 3
29.	P—QR 3	P—R 3
30.	P—QR 4	P—B 3
31.	P—B 3	K—Q 3
32.	K—Q 3	P—KR 4
33.	K—K 3	Kt—Kt 5 ch
34.	Kt×Kt	RP×Kt
35.	K—Q 3	P—R 4
36.	K—K 3	P—Kt 4 (*f*)
37.	BP×P	P×P
38.	P×P	P—R 5
39.	K—Q 3	P—R 6
40.	K—B 2	P—B 5
41.	P×P	P×P
42.	P—B 4	P—B 6 & wins

NOTES BY E. FREEBOROUGH.

(*a*) The game is an example of the weakness of this move. 4. P—Q 3 is justly considered preferable.

(*b*) Black may equalise at once by 4. Kt×P ; or play P—K 5 as in Falkbeer's Gambit.

(*c*) A strong move, which disconcerts White's arrangements.

(*d*) An improvement upon 15. P—QB 3 by impelling White to retreat his Rook on the file where his action is limited. The reply 16. B×P would, of course, bring Black's Rook into play.

(*e*) Another small advantage, with more in prospect. Black is very skilful in piling them up.

(*f*) Black has been compelling slow murder in the most scientific manner. We now come to the fatal stroke.

* Here White threw away the game. By Kt—K 5 he could have drawn it. We differ altogether with Mr. Freeborough in considering White's 4th move weak. It is, moreover, considered best by Steinitz. It will be observed that the general tone and tenour of the above abridged notes are the reverse of complimentary to White. The Chess Editor of the *Morning Post*, who kindly informed the public "that White was one of the *least dangerous* of Mr. Mason's opponents in the Manchester Tourney," might be informed that the author had drawn two games previously with Mason in the New York Tourney and defeated him in the Divan Tourney—said defeat costing his opponent a higher prize. Also that the author's victory over Lipschütz in New York cost the latter 100 dollars, although he took a higher prize than Mason, whom he also defeated in the personal encounter in the second round.

GAME ILLUSTRATIVE OF THE VIENNA OPENING.

PLAYED IN THE FIRST DIVAN TOURNEY, 1890.

(From the *Illustrated London News.*)

	WHITE (Gossip).	BLACK (Mason).
1.	P—K 4	P—K 4
2.	Kt—QB 3	Kt—KB 3
3.	P—B 4	P—Q 4
4.	P×QP	P—K 5 (*a*)
5.	B—Kt 5 ch	P—B 3
6.	P×P	P×P
7.	B—B 4	B—QB 4
8.	KKt—K 2	Castles
9.	Kt—Kt 3	Q—Q 5
10.	Q—K 2	B—KKt 5
11.	Q—B sq	QKt—Q 2
12.	P—KR 3	Kt—Kt 3
13.	B—K 2	B—Q 2
14.	Kt—Q sq (*b*)	QR—Q sq
15.	P—B 3	Q—Q 4
16.	P—Kt 4	B—K 2
17.	Kt—K 3	Q—Q 3
18.	Kt(Kt3)—B5	B×Kt
19.	Kt×B	Q—B 2
20.	Q—B 2	KR—K sq
21.	Castles!	B—B sq
22.	Kt—K 3	Kt(Kt3)—Q 4
23.	P—R 3	B—Q 3
24.	P—Kt 3	P—QB 4 (*c*)
25.	B—Kt 5	R—KB sq
26.	B—Kt 2	Q—B sq
27.	K—R 2	P—QR 3
28.	B—K 2	Kt×Kt
29.	P×Kt	Kt—Q 4
30.	P—B 4	Kt—K 2
31.	B—B 3	B—Kt sq
32.	KR—Q sq	B—R 2
33.	P—Kt 4	B—Kt sq
34.	K—Kt 2	P—B 3
35.	P—QKt 5	P—Kt 4 (*d*)
36.	R×R	Q×R
37.	R—Q sq	Q—B 2
38.	B—Q 2	Kt—Kt 3
39.	B—QB sq	P—B 4
40.	R—Q 5	Kt—K 2
41.	R—Q sq	Kt—Kt 3
42.	P—QR 4	P×KKtP
43.	B×P	P×BP
44.	B—K 6 ch	K—Kt 2 (*e*)
45.	R—Q 7 ch	Q×R
46.	B×Q	P—B 6 ch
47.	K—B sq	R—Q sq
48.	Q—Q 2	Kt—B sq
49.	B—Kt 2 ch	K—R 3
50.	Q—B 3	R×B
51.	Q—B 6 ch	Kt—Kt 3
52.	P—R 4	R—Q 8 ch
53.	K—B 2	R—Q 7 ch
54.	K—K sq	R×B
55.	Q×R	Kt—K 4
56.	K—B sq	P—R 4
57.	Q—KR 2	K—R 4
58.	Q—B 4	P—R 3
59.	Q—B 8	Kt—Kt 5
60.	Q×B	Kt×P ch
61.	K—Kt sq	K—Kt 5
62.	Q—K 5	Resigns

NOTES BY MR. ABBOTT.

(*a*) Black may here play 4. $\frac{\text{Kt}\times\text{P}}{}$ the game proceeding as follows: 5. $\frac{\text{Kt}\times\text{Kt}}{\text{Q}\times\text{Kt}}$ 6. $\frac{\text{P}\times\text{P}}{\text{Kt—QB 3}}$ 7. $\frac{\text{Kt—KB 3}}{\text{B—Kt 5}}$ 8. $\frac{\text{B—K 2}}{\text{Kt}\times\text{P}}$ and Black's position is considered by some authorities slightly preferable.

(*b*) At this point White's position appears terribly cramped, in comparison with the freedom of the opposing forces; but the rapidity with which White now develops his game proves how deceptive was the strength of Black's attack.

(*c*) This move certainly seems to weaken his position on the Queen's side, and does not commend itself on the subsequent results.

(*d*) A most hazardous move, to which White replies with admirable judgment.

(*e*) This loses the Queen; but the game was, in any case, irretrievable. White has played throughout against his great opponent with masterly skill.

THE QUEEN'S BISHOP'S PAWN'S GAME.

TABLE CCIV.

1. P—K 4 P—K 4 **2.** P—QB 3

1.	2.	3.	4.	5.
2. P—Q 4				**2.** Kt—KB 3
3. Kt—KB 3 Kt—QB 3		**3.** P×P (*d*)	**3.** P×P Q×P	**3.** P—Q 4 Kt×P (*e*)
4. B—Kt 5 (*a*) P×P		**4.** Kt×P! B—Q 3	**4.** P—Q 4! P×P	**4.** P×P P—Q 4
5. Kt×P Q—Q 4		**5.** Kt—B 4 B—K 3	**5.** P×P P—QB 4	**5.** B—K 3 B—K 3
6. Q—R 4 Kt—K 2		**6.** P—Q 4 P×P *en pass.*	**6.** B—K 3 P×P	**6.** Kt—Q 2— —
7. Kt×Kt? (*b*) Kt×Kt!	**7.** P×Kt	**7.** B×P Kt—K 2	**7.** Q×P— —	
8. Castles B—Q 2	**8.** B—B 4 (*c*)	**8.** Castles Castles		
9. R—K sq Castles		**9.** P—B 4 P—KB 4		
10. R×P P—QR 3		**10.** R—K sq B—Q 4		
11. B×P Kt—Kt 5+		**11.** Q—K 2 QKt—B 3		
		12. Kt×B Q×Kt		
		13. Kt—R 3— —		

(*a*) Transposing into a Ponziani's Knights' Game.

(*b*) 7. P—KB 4 is best (*see* Table CXII., col. 5, p. 127).

(*c*) Or 8. B—K 2 Kt—Kt 3 9. Castles B—Q 2 10. R—K sq B—Q 3 11. P—Q 3 P—KB 4 12. P×P P×P 13. B—B 3 &c.

(*d*) If 3. B—KKt 5 4. Q—R 4 ch Q—Q 2 5. Q—Kt 3 B×Kt 6. Q×KtP B×KtP 7. B×B Q—B 3 8. Q—B 8 ch K—K 2 9. P×P+ The "Book" continuation; but we think Black's defence might be improved on the 4th and 5th moves.

(*e*) If 3. P×P 4. P—K 5! Kt—Q 4 5. Q×P &c.

THE SICILIAN

achieved its greatest success in the London Tournament of 1851, but fell into disfavour in 1855 and 1856. It was revived, however, by Anderssen in 1861, and again discredited by the German school in 1865.

Notwithstanding the favourable verdict of such authorities as Jaenisch, Bilguer, and Staunton, who considered it the best possible reply to 1. P—K 4 we are of opinion that it is somewhat inferior to 1. P—K 4 or 1. P—K 3. The large majority of modern experts consider it weak, and it has therefore become somewhat unpopular. Mention is made of the Sicilian by Salvio, Carrera and Sarratt; and an analysis of it by Philidor was published in 1777.

TABLE CCV.

1. P—K 4	2. Kt—QB 3	3. Kt—B 3	4. P—Q 4	5. Kt×P
P—QB 4	Kt—QB 3	P—K 3*	P×P	Kt—B 3

1.	2.	3.	4.	5.
6. Kt×Kt !			6. B—K 2 (*b*)	6.
KtP×Kt			P—Q 4	B—Kt 5
7. P—K 5			7. P×P	7. Kt×Kt
Kt—Q 4			P×P	KtP×Kt
8. Kt—K 4		8.	8. B—KKt 5	8. P—K 5 ! (*c*)
P—KB 4		Q—B 2	B—K 2	or
9. Kt—Q 6 ch		9. P—KB 4 !	9. Castles	8. Q—Q 4—
B×Kt		P—KB 4	Castles	—
10. P×B	10.	10. Kt—Q 6 ch	10. B—B 3	
Castles	Q—R 4 ch	B×Kt	B—K 3	
11. B—K 2 !	11. P—B 3	11. P×B	11. R—K sq	
P—K 4	Castles	Q×P	Q—Q 2	
12. Castles	12. B—K 2	12. P—QB 4 wins	12. Q—Q 2	
K—R sq	B—R 3		QR—Q sq	
13. P—QB 4	13. Castles		13. QR—Q sq	
Kt—B 3	B×B		KR—K sq	
14. P—B 5	14. Q×B		14. Kt×B	
Kt—Q 4	QR—Kt sq		P×Kt	
15. P—QR 3	15. P—QB 4		15. Q—K 2+	
Q—B 3 !	Kt—B 3			
16. B—QB 4	16. B—B 4			
B—Kt 2	P—KR 3			
17. R—K sq	17. Q—K 5+(*a*)			
QR—K sq				
18. Q—R 5+				

If 3. Q—Kt 3 ? 4. P—Q 4 P×P 5. Kt—Q 5 Q—R 4 ch 6. P—Kt 4 Kt×P 7. B—Q 2 P—K 3 8. P—QR 3 P×Kt 9. P×Kt Q—Kt 3 10. P×P B×P 11. B—Q 3 followed by Castles+

(*a*) Gossip *v.* Lee (Manchester Tourney). White has the preferable game, on account of his strong Pawn at Q 6.

(*b*) Tinsley suggests 6. P—QR 3.

(*c*) Preferred by Tinsley.

TABLE CCVI.

1.	2.	3.	4.	5.
P—K 4	Kt—QB 3*	Kt—B 3	P—Q 4	Kt×P
P—QB 4	Kt—QB 3	P—K 3	P×P	

	1.	2.	3.	4.	5.
5.					
	Kt—B 3				
6.	KKt—Kt 5				
	B—Kt 5				
7.	Kt—Q 6 ch?		P—QR 3!		
	K—K 2		B×Kt ch		
8.	B—KB 4	8.	Kt×B		
	P—K 4!	Q—R 4?	Castles		
9.	Kt—B 5 ch	9. Kt—B 4	9. B—K 2+ (*e*)	9. B—KKt 5?	
	K—B sq	B×Kt ch		Q—R 4	
10.	B—Q 2 (*a*)	10. P×B		10. B×Kt	
	P—Q 3 (*b*)	Q×P ch		P×B	
11.	Kt—Kt 3	11. B—Q 2		11. P—KB 4	11. P—KR 4
	B—K 3	Q—Q 5		P—B 4	P—B 4
12.	B—Q 3—	12. P—KB 3		12. Q—R 5	12. B—Q 3
	P—KR 4—	Kt—K sq		P×P	P×P
		13. B—K 2 (*c*)		13. Q×Q	13. B×P
		P—Q 3		Kt×Q	Q—K 4
		14. P—B 3		14. Kt×P	14. K—B sq—
		Q—B 3		P—Q 4!	—
		15. Q—B sq		15. Kt—B 6 ch	
		P—KR 3		K—Kt 2	
		16. Q—R 3		16. Kt—R 5 ch—	
		P—K 4! (*d*)		K—R sq—	
		17. Castles KR+			

* Or 2. P—QB 3 — P—K 3 — 3. P—Q 4 — P—Q 4 — 4. KP×P — KP×P — 5. B—K 3 — Q—Kt 3 — 6. Q—B 2— —

(*a*) Or 10. B—KKt 5 — P—Q 4 — 11. P×P — Q×P &c. — Or 10. B—KKt 5 — Q—R 4 &c.

(*b*) Or 10. — P—Q 4

(*c*) The Pawn gained by Black is no compensation for his bad position.

(*d*) Wayte *v.* MacDonnell.

(*e*) Black's QP is weak.

Col. 5, Sellman *v.* McKenzie.

TABLE CCVII.

1. P—K 4 / P—QB 4 **2.** Kt—QB 3 / Kt—QB 3 **3.** Kt—B 3 / P—K 3 **4.** P—Q 4 / P×P **5.** Kt×P

1.	2.	3.	4.	5.
5. B—Kt 5			**5.** P—QR 3	**5.** B—QB 4
6. Kt×Kt (*a*) / KtP×Kt		**6.** B×Kt ch	**6.** B—K 2 ! / Kt—B 3	**6.** KKt—Kt 5 (*e*) / P—Q 3
7. Q—Q 4 / B—B sq	**7.** B×Kt ch ?	**7.** P×B / KtP×Kt	**7.** Kt×Kt / KtP×Kt	**7.** B—KB 4+ / or
8. B—K 3 / Kt—B 3	**8.** P×B / P—KB 3 !	**8.** Q—Q 4+ (*d*)	**8.** P—K 5 / Kt—Q 4	**7.** Kt—R 4+
9. B—K 2 / B—K 2	**9.** B—R 3 / Kt—K 2		**9.** Kt—K 4 — / P—KB 4 —	
10. P—K 5 / Kt—Q 4	**10.** Q—Q 6+			
11. Kt×Kt / BP×Kt				
12. Q—KKt 4 / P—Kt 3				
13. Castles (*b*) / P—B 4				
14. P×P *en pass.* / B×P				
15. B—Q 3 / Castles				
16. P—KB 4 / P—Q 3				
17. Q—Kt 3 / B×P				
18. R—QKt sq+ (*c*)				

(*a*) If 6. Kt—Kt 5 / Kt—B 3 7. Kt—Q 6 ch or 7. P—QR 3 and the game transposes in cols. 1, 2, a d 3 of the preceding Table.

(*b*) If 13. P—KR 4 — / —

(*c*) Continued 18. B—Kt 2 / 19. P—KR 4 / K—R sq / 20. R—B 3 / P—Q 5 / 21. B—Q 2 / P—QR 4 / 22. P—R 5 with a strong attack (Harmonist *v.* Schiffers).

(*d*) Ranken suggests also 8. B—R 3 or 8. B—KB 4 here.

(*e*) Or 6. Kt×Kt / KtP×Kt (if 6. QP×Kt 7. Q×Q ch / K×Q 8. B—KKt 5+) 7. P—K 5 &c.

TABLE CCVIII.

1. P—K 4	2. Kt—QB 3*	3. Kt—B 3
P—QB 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5.
4. P—Q 4			4. P—K 5 ?	
P×P			KKt—Kt 5	
5. Kt×P			5. Q—K 2	
P—Q 3			Q—B 2	
6. B—QKt 5 (*a*)	6. B—K 2	6.	6. Kt—Q 5	6. Kt—QKt 5
B—Q 2	P—K 4	P—K 3	Q—Kt sq +	Q—Kt sq
7. Castles	7. Kt—B 3	7. B—K 3		7. Kt—Q 6 ch
P—KKt 3	P—KR 3	P—QR 3		P×Kt
8. KKt—K 2 + (*b*)	8. Castles	8. Castles		8. P×P dis ch
	B—K 3	B—K 2		K—Q sq
	9. R—K sq	9. P—QR 4 ! (*d*)		9. Kt—Kt 5
	B—K 2			Kt—R 3 wins
	10. B—K 3			
	Castles			
	11. Q—Q 2			
	Kt—KKt 5			
	12. QR—Q sq			
	Kt×B			
	13. Q×Kt			
	Q—R 4 !			
	14. P—QR 3			
	Q—B 4			
	15. Q—Q 2 — (*c*)			
	P—QR 3—			

* If 2. P—KB 4 ? P—K 3 ! 3. Kt—KB 3 P—Q 4 4. P—QB 3 (if 4. P—Q 4 P—Q 4 + or if 4. B—K 2 P—Q 4 5. P—Q 3 P—KKt 3 + Staunton) 4. P—Q 4 5 P—K 5 P—KB 3 6. Kt—R 3 Kt—KB 3 + (*Handbuch*). Or 2. P—KB 4 Kt—QB 3 3. Kt—KB 3 P—K 3

(*a*) Steinitz recommends 6. P—KB 4 with the view of retreating Kt to KB 3 in reply to P—KKt 3 as stronger. If 6. B—K 3 ? P—K 4 7. KKt—K 2 B—K 3 8. P—B 3 !—

(*b*) White should now play Kt—B 4 and Kt—Q 5 with an excellent game (Steinitz).

(*c*) Tarrasch *v.* Paulsen (Breslau Tourney).

(*d*) White has a good game. Followed by Kt—Kt 3 P—R 5 and Kt—R 4 (Tarrasch). There is a weak hole in Black's game at QKt 3 If 9. Q—Q 2 ? Q—B 2 10. P—B 4 B—Q 11. QR—Q sq QR—B sq 12. K—R sq Castles 13. B—B 3 P—QKt 4 + (Gossip *v.* Paulsen).

TABLE CCIX.

1. P—K 4 P—QB 4 **2.** Kt—QB 3* P—K 3

1.	2.	3.	4.	5.
3. Kt—B 3	**3.**	**3.** B—B 4?	**3.** P—KKt 3	
Kt—KB 3	P—QR 3	P—QR 3	Kt—QB 3	
4. P—Q 4	**4.** P—Q 4	**4.** P—QR 4	**4.** B—Kt 2	
P×P	P×P	Kt—QB 3	Kt—B 3	
5. Kt×P	**5.** Kt×P	**5.** P—Q 3	**5.** KKt—K 2 (*b*)	**5.**
B—Kt 5	Q—B 2	Kt—B 3+	P—QR 3	Kt—Q 5 !
6. B—Q 3	**6.** P—KKt 3		**6.** P—Q 4	**6.** Kt×Kt
Kt—B 3	P—QKt 4		P×P	P×Kt
7. KKt—K 2	**7.** B—Kt 2		**7.** Kt×P	**7.** Kt—K 2
P—Q 4	B—Kt 2		Q—B 2	B—B 4
8. P×P	**8.** Castles		**8.** Castles	**8.** P—QR 3
P×P	Kt—QB 3		B—K 2	P—QR 4
9. Castles—	**9.** B—K 3 !—(*a*)		**9.** K—R sq	**9.** P—Kt 3+
Castles—	—		Castles	
			10. P—B 4	
			P—QKt 4	
			11. B—K 3	
			B—Kt 2	
			12. Q—K 2	
			Kt—QR 4	
			13. P—K 5	
			B×B ch	
			14. Q×B	
			Kt—Kt 5	
			15. B—Kt sq	
			P—Q 3	
			16. Q—B 3	
			Kt—R 3 !	
			17. P×P+	

* If 2. B—B 4? P—K 3 3. Kt—QB 3 Kt—K 2 4. Q—K 2 Kt—QB 3 5. Kt—B 3 P—QR 3 6. P—Q 3 Kt—Kt 3 7. Castles B—K 2 8. B—K 3 Castles + Or, in this variation, 3. P—QR 3 4. P—QR 4 Kt—K 2 5. P—Q 4 P—Q 4 6. KP×P KP×P 7. B—K 2 P×QP 8. Q×P QKt—B 3+ (*Handbuch*).

(*a*) Followed by P—KB 4 &c.

(*b*) Or 5. P—Q 3 B—K 2 6. Kt—R 3 Castles 7. Castles P—Q 3 8. P—B 4 Kt—Q 2 9. P—B 5 B—B 3 10. Kt—B 4 B—Q 5 ch 11. K—R sq Kt (Q 2)—K 4 12. QKt—K 2+

Col. 4 (Schallop *v.* Paulsen, Breslau Tourney).

In col. 5, White may now play B—Kt 2 and afterwards Castle, followed by P—Q 3 and P—B 4

TABLE CCX.

1. P—K 4 / P—QB 4 **2.** Kt—KB 3 / Kt—QB 3

1.	2.	3.	4.	5.
3. P—Q 4 * / P×P			**3.** Kt—B 3 / P—Q 3	
4. Kt×P / P—KKt 3	**4.** / P—K 3		**4.** P—Q 4 / P×P	
5. B—K 3 / B—Kt 2	**5.** Kt—Kt 5 / P—Q 3	**5.** B—K 3 / Kt—KB 3	**5.** Kt×P / P—KKt 3	**5.** / Kt—B 3
6. QKt—B 3 / Kt—B 3	**6.** B—KB 4 / P—K 4	**6.** Kt—QB 3 / B—Kt 5	**6.** B—K 3 / B—Kt 2	**6.** B—K 3 / P—KKt 3
7. B—K 2 / P—Q 3	**7.** B—K 3+ (*b*)	**7.** B—Q 3 / Castles	**7.** B—K 2 / Kt—B 3	**7.** B—K 2 / B—Kt 2
8. Q—Q 2 / B—Q 2		**8.** Castles — / —	**8.** Castles / Castles	**8.** Castles / B—Q 2
9. P—B 4 / R—QB sq			**9.** P—B 4 / B—Q 2	**9.** P—KR 3 / P—KR 4
10. Castles KR / Castles			**10.** Q—Q 2 / Kt×Kt	**10.** Q—Q 2 / P—R 3
11. QR—Q sq — (*a*) / —			**11.** B×Kt / B—B 3	**11.** P—KB 4+(*c*)
			12. B—B 3 / Q—Q 2	
			13. QR—Q sq — / —	

* It makes no difference whether QKt—B 3 be played first, as the position becomes the same by a transposition of moves.

(*a*) A game between Fritz and Mackenzie was continued 11. P—QR 3? 12. P—KR 3 / Kt—QR 4 13. P—K 5 / Kt—K sq 14. Kt—KB 3 / Kt—B 5 15. B×Kt / R×B 16. Kt—Q 5 / B—K 3 17. P—QKt 3 &c.

(*b*) Black's QP is weak. In col. 3 we slightly prefer the Black.

(*c*) Followed by 12. B—B 3

TABLE CCXI.

1. P—K 4	2. Kt—KB 3	3. Kt—B 3*
P—QB 4	Kt—QB 3	P—KKt 3

1.	2.	3.	4.	5.
4. P—Q 4			**4.** P—KKt 3	**4.** B—B 4 (*d*)
P×P			B—Kt 2	B—Kt 2
5. Kt×P			**5.** B—Kt 2	**5.** Castles
B—Kt 2			P—Q 3	P—Q 3
6. B—K 3	**6.**		**6.** P—Q 3—	**6.** P—Q 3
Kt—B 3	P—Q 3		—	Kt—B 3
7. B—K 2	**7.** Kt—Q 5 (*b*)			**7.** P—KR 3
Castles (*a*)	Kt—B 3			Castles
8. Q—Q 2	**8.** Kt—Kt 5—	**8.**		**8.** B—K 3
P—Q 3	Castles! —	Kt×Kt?		P—QR 3
9. P—KR 3!		**9.** P×Kt		or
B—Q 2		Kt—K 4		Kt—QR 4
10. Castles KR		**10.** B—Q 4		**9.** P—QR 4—
R—B sq		Castles		—
11. QR—Q sq		**11.** P—KB 4		
P—QR 3		P—QR 3		
12. P—R 3		**12.** Kt—B 3+ (*c*)		
Q—B 2				
13. P—B 4				
Kt—QR 4				
14. Kt—B 3 —				
—				

* Or 3. B—Kt 5 4. B×Kt 5. Castles —
P—K 3 KtP×B —

(*a*) Or 7. 8. Castles 9. P—KR 3 or Q—Q 2—
P—Q 3 Castles —

(*b*) If 7. P—KKt 3 8. P—KR 3!— White may also play 7. B—K 2 or 7. Q—Q 2 or
Kt—B 3 —
7. B—QKt 5

(*c*) If now 12. 13. Q—Q 2 14. B×B 15. P—KR 3 16. P—KKt 4 17. P×B+
B—Kt 5 Kt—Q 2 K×B B—B 4 P—K 4

(*d*) Berger. White may also play 4. B—Kt 5 in order to give the opponent a doubled P and block the range of the adverse KB by P—K 5 followed by P—QKt 3 and B—Kt 2 (Steinitz).

GAME ILLUSTRATIVE OF THE SICILIAN.

(Breslau Tourney, 1889).

White (G. H. D. Gossip).	Black (L. Paulsen).

1. P—K 4 P—QB 4	**8.** Castles B—K 2	**15.** P—K 5 (*b*) P×P	**21.** P—B 3 P—K 4 (*c*)	**27.** Q—K 4 P—KR 3
2. Kt—QB 3 Kt—QB 3	**9.** Q—Q 2 (*a*) Q—B 2	**16.** B×B Q×B	**22.** B—K 3 QR—Q sq	**28.** Q—R 8 ch K—R 2
3. Kt—B 3 Kt—B 3	**10.** P—B 4 B—Q 2	**17.** P×P Kt—K 5	**23.** Q—B 5 R×R	**29.** Q×RP B—B 4
4. P—Q 4 P×P	**11.** QR—Q sq QR—B sq	**18.** Kt×Kt Q×Kt	**24.** R×R R—Q sq	**30.** K—B 2? (*d*) P—K 5 (*e*)
5. Kt×P P—Q 3	**12.** K—R sq Castles	**19.** Q—Q 3 Q×KP	**25.** R×R B×R	**31.** P—KKt 3 (*f*) Q—K 4
6. B—K 2 P—K 3	**13.** B—B 3 P—QKt 4	**20.** B—Q 4 Q—B 2	**26.** K—Kt sq B—K 2	**32.** Q—QB 6 (*g*) Q—B4 ch wins
7. B—K 3 P—QR 3	**14.** Kt×Kt B×Kt			

NOTES (ABRIDGED) BY MESSRS. VON GOTTSCHALL, METGER, AND SEGER.

(*a*) P—QR 4 is the correct continuation, as adopted by Tarrasch against Paulsen at Nuremburg.

(*b*) Although this move costs White a Pawn, it is very difficult to suggest any good move for him. Perhaps P—QR 3 was best.

(*c*) _____ followed by _____ was preferable.
KR—Q sq R—Q 4

(*d*) White should have exchanged Bishops here, when we believe he could have drawn the game with correct play.

(*e*) A remarkable position! Black threatens _____ &c.
Q—B 5 ch

(*f*) The exchange of Bishops now would be of no avail, on account of the co-operation of the hostile Queen and passed Pawn, and the bad situation of the White Queen.

A blunder, but there was no good move.

THE CENTRE COUNTER GAMBIT,

although presenting many features of interest, is an inferior defence, as White should speedily acquire a very superior position by the more speedy development of his forces. The title of this opening, however, is somewhat of a misnomer, the general meaning of a Gambit being that a Pawn is sacrificed for the better position, and the attempt to recover it is not made for some time;* while here only an exchange of Pawns is effected. The variations treated in Table CCXIV., where the Pawn is not recaptured on the move, might pass under that name; but they are rarely adopted, 3. P—Q 4 (Morphy's move) or 3. B—Kt 5 ch being found sufficiently effective to maintain the first player's superiority.

---

* The Scotch Gambit being the exception that confirms the rule.

TABLE CCXII.

1. P—K 4	2. P×P	3. Kt—QB 3
P—Q 4	Q×P	Q—Q sq

1.	2.	3.	4.	5.
4. P—Q 4				
Kt—KB 3 (*a*)				
5. B—Q 3				
Kt—QB 3				
6. B—K 3	**6.**			
P—K 3	P—K 4			
7. Kt—B 3	**7.** Kt—B 3 !	**7.** B—QKt 5		**7.** P×P (*e*)
B—Q 3	B—KKt 5	B—Q 2		Kt×P
8. Castles +	**8.** P×P	**8.** P—Q 5 !	**8.** P×P ?	**8.** B—Kt 5 ch
	Kt×P	Kt—K 2 (*c*)	Kt×P	B—Q 2
	9. B—Kt 5 ch	**9.** B—QB 4 +	**9.** B×B ch	**9.** Q—K 2
	KKt—Q 2 (*b*)		KKt×B	B—Q 3
	10. Kt×Kt		**10.** Kt—B 3	**10.** P—KB 4 +
	B×Q		B—Kt 5	
	11. B×Kt ch		**11.** B—Q 2 ! (*d*)	
	K—K 2		Kt×Kt ch	
	12. Kt—Q 5 ch		**12.** Q×Kt	
	K—Q 3		Q—K 2 ch	
	13. Kt×KBP ch wins		**13.** Q—K 2	
			Q×Q ch	
			14. Kt×Q—	
			—	

(*a*) If 4. B—KB 4 ? 5. Kt—KB 3 P—K 3 6. B—QB 4 + But 4. P—KKt 3 is probably best.
If, then, 5. Kt—B 3 B—Kt 2 6. B—KB 4 Kt—KB 3 7. Q—Q 2 Castles 8. B—B 4 P—B 3 9. Castles (KR) QKt—Q 2
10. KR—K sq Kt—Kt 3 11. B QKt 3 QKt—Q 4 12. B—K 5— — as played between Tschigorin and Gunsberg.

(*b*) If 9. QKt—Q 2 10. P—KR 3 +

(*c*) Wherever the Kt retreats, White keeps the lead by 9. B—QB 4 In col. 3, Black's best reply is 9. Kt—KKt 3

(*d*) If 11. Kt×Kt B×Kt ch 12. P×B Kt×Kt 13. Q—R 5 Q—K 2 14. Castles KR— Castles QR—

(*e*) 7. Q—K 2 may also be played; but 7. KKt—K 2 is rather weak, on account of 7. B—QKt 5 8. B—QKt 5 Q—Q 3 9. P×P Q×P 10. B×Kt ch P×B 11. B—Q 4 Q—KB 4 &c.

TABLE CCXIII.

1. P—K 4	2. P×P	3. Kt—QB 3
P—Q 4	Q×P	Q—QR 4

1.	2.	3.	4.	5.
4. Kt—B 3 !			**4.** P—Q 4	**4.**
P—K 4			P—K 4	P—QB 3
5. B—Kt 5 ch !	**5.**		**5.** P×P	**5.** Kt—B 3
B—Q 2	P—QB 3 (*d*)		Q×P ch	B—Kt 5
6. Q—K 2 !	**6.** B—B 4	**6.**	**6.** B—K 2	**6.** B—Q 3
P—KB 3 (*a*)	B—KB 4 (*e*)	B—Q 3	B—QKt 5 !	P—K 3
7. Castles ! (*b*)	**7.** Castles (*f*)	**7.** Castles	**7.** Kt—B 3 ! (*g*)	**7.** Castles
B—Q 3 (*c*)	Kt—Q 2	Kt—B 3	B×Kt ch	B—Q 3
8. P—Q 4 +	**8.** R—K sq	**8.** P—Q 4 +	**8.** P×B	**8.** P—KR 3
	P—B 3		Q×P ch	P—KR 4
	9. Kt—KR 4 +		**9.** B—Q 2	**9.** Kt—K 4
			Q—B 4	Q—B 2
			10. R—QKt sq	**10.** Kt×B ch
			Kt—QB 3	Q×Kt
			11. Castles	**11.** P×B
			Kt—B 3	P×P
			12. R—Kt 5 (*h*)	**12.** Kt—K 5 +
			Q—Q 3	
			13. R—K sq	
			Castles	
			14. Q—B sq +	

(*a*) If 6. B×B 7. Q×P ch +; or if 6. B—Q 3 7. Kt×P +

(*b*) If 7. P—Q 4 ? B—QKt 5 8. B—Q 2 B×B +

(*c*) If 7. Kt—B 3 8. P—Q 4 +

(*d*) If 5. Kt—B 3 or Q 2 6. Kt×P +

(*e*) If 6. Kt—B 3 7. Kt—KKt 5 +

(*f*) 7. Q—K 2 is also good. Cols. 1 and 2 from *Chess Monthly*.

(*g*) If 7. B—Q 2 B—KKt 5

(*h*) If 12. B—KB 4 ? Castles ! 13. B×P Kt—Q 5 ! 14. Q×Kt Q×B 15. B—Q 3 followed by P—QKt 3, B—Kt 2 + or P—KR 3 +

TABLE CCXIV.

1. P—K 4 P—Q 4 **2.** P×P Kt—KB 3 (*a*)

1.	2.	3.	4.	5.
3. P—Q 4 Q×P	**3.** Kt×P	**3.** B—Kt 5 ch B—Q 2		**3.** P—QB 4 P—B 3
4. Kt—QB 3 Q—QR 4	**4.** P—QB 4 Kt—KB 3	**4.** B—B 4 P—QKt 4		**4.** P—Q 4 P×P
5. Kt—B 3 P—B 3	**5.** Kt—QB 3 B—KB 4	**5.** B—Kt 3 B—Kt 5	**5.** P—QR 4	**5.** P—B 5+
6. Kt—K 5 QKt—Q 2	**6.** Kt—B 3 P—K 3	**6.** P—KB 3 B—B 4	6. P—QR 3 B—Kt 5	
7. Kt—B 4 Q—Q sq	**7.** B—K 3 B—QKt 5 (*c*)	**7.** Q—K 2 P—QR 3	**7.** P—KB 3 B—B sq	
8. B—K 2+ (*b*)	**8.** Q—R 4 ch Kt—B 3	**8.** P—QB 4 P—B 3	**8.** Kt—B 3 B—R 3	
	9. Kt—K 5 Castles	**9.** Kt—B 3 P—Kt 5	**9.** P—Q 3 P—Kt 5	
	10. Kt×Kt B×Kt ch	**10.** Kt—R 4+	**10.** P×P P×P	
	11. P×B P×Kt		**11.** Kt—R 2 B—Kt 2	
	12. Q×P Kt—K 5 (*d*)		**12.** B—Q 2+ (*e*)	
	13. R—B sq R—Kt sq			
	14. B—K 2 R—Kt 7			
	15. B—B 3+			

(*a*) This move constitutes the *real* Centre Counter Gambit.

(*b*) A game between Weiss and Blackburne in the New York Tourney was continued: 8. P—KKt 3 9. P—Q 5? P×P 10. Kt×P Kt×Kt 11. Q×Kt B—Kt 2 12. P—KR 4 Castles 13. P—R 5 Kt—B 3 14. Q×Q R×Q 15. P×P RP×P 16. B—Q 3 B—K 3 &c., Black (Blackburne) winning. White's best move now is 17. P—QB 3

(*c*) 7. B—K 2 is perhaps better; but in any case White has a good game.

(*d*) If 12. B—K 5 13. Q—B 5 &c.

(*e*) *Handbuch.*

GAMES ILLUSTRATIVE OF THE CENTRE COUNTER GAMBIT.

GAME I.—From the *Field*.

WHITE (Rev. T. C. Sanders). BLACK (G. H. D. Gossip).

NOTES BY MR. STEINITZ.

1. P—K 4	P—Q 4 (*a*)	**12.** P×B	Kt×Kt	**23.** P—B 5	P—R 3	**34.** B—K 3	Kt—B 6 ch	**44.** Q—R 7 ch	K—B sq
2. P×P	Q×P (*b*)	**13.** Q—R 5	Q—K 2	**24.** P—QR 4	Q—K 5	**35.** K—Kt 2	Q×BP	**45.** Q—QR sq	Kt—Q 6
3. Kt—QB 3	Q—Q sq (*c*)	**14.** Castles KR	Castles QR	**25.** B—Q 2	Q—B 3	**36.** Q—K 6	P—QKt 5 (*l*)	**46.** P—KKt 4	P—Kt 6
4. P—Q 4	Kt—KB 3	**15.** Q—K 2 (*h*)	Kt—B 3	**26.** Q—Q 3	R—K 5	**37.** Q—Q 5 ch (*m*)	Q—B 3	**47.** B—Q 4	Q×B ! (*p*)
5. B—Q 3	Kt—B 3	**16.** QR—Kt sq (*i*)	R—Q 4	**27.** R—Kt 4	Kt—K 3	**38.** Q—QR 5 (*n*)	Q—B 5	**48.** Q×Q	P—Kt 7
6. B—K 3 (*d*)	P—K 4	**17.** R—Kt 5 (*j*)	R×R	**28.** R×R	P×R	**39.** Q—R 4	Kt—K 8 ch	**49.** Q—R 8 ch (*q*)	K—Kt 2
7. B—QKt 5 (*e*)	B—Q 2	**18.** Q×R	P—QR 3	**29.** Q—B 4	P—Kt 4	**40.** K—Kt sq	Kt—B6ch (*o*)	**50.** Q×P (*r*)	Kt×Q
8. P×P ? (*f*)	Kt×P	**19.** Q—Kt 3	R—K sq	**30.** P×P	P×P	**41.** K—Kt 2	P—Kt 5	**51.** P—Kt 5	Kt—Q 6
9. B×B ch	KKt×B	**20.** R—Kt sq	Kt—Q sq	**31.** Q—B 3	Q×P	**42.** P—R 4	P×P *en pass.* ch	**52.** K—Kt 4	Kt×P ch (*s*)
10. Kt—B 3	B—Kt 5	**21.** P—QB 4	P—KB 4	**32.** Q—R 8 ch	K—Kt 2	**43.** K×P	Kt—K 4	**53.** Resigns	
11. Kt×Kt (*g*)	B×Kt ch	**22.** P—Kt 3	P—KKt 4	**33.** Q×KRP	Kt—Q 5 (*k*)				

(*a*) Not to be recommended for the second player, who in most cases merely loses time by this mode of development.

(*b*) The variation in which Kt—KB 3 is played at this point is seldom adopted; for the answers, B—K+5 ch, or Morphy's move, P—Q 4, have been found sufficiently effective to maintain the first player's superiority.

(*c*) Q—QR 4 is worth greater consideration than it has received in practice and theory.

(*d*) On principle it is mostly preferable to develop the K side first, and Kt—KB 3 would have the effect of keeping the advantage of position in case the opponent tried to relieve himself subsequently by P—K 4. At any rate, White would not be compelled to submit to a general exchange, *e.g.* 6. Kt—KB ? 7. B—K 3 8. P×P 9. B—Kt 5 ch
B—Kt 5 P—K 4 Kt×P KKt—Q 2
(if 9. QKt—Q 2 10. P—KR 3, &c.) 10. Kt×Kt 11. B×Kt ch 12. Kt—Q 5 ch
B×Q K—K 2
followed by Kt×BP ch winning.

(*e*) Even now it was better to bring out the Kt to KB 3; for Black could not take three times on account of the ultimate check of the B at Kt 5, and if he pinned the Kt at once by B—Kt 5, the variation given in our last note might come in.

(*f*) Weak, decidedly. P—Q 5 kept the lead. Wherever Black's Kt retreated to, the answer B—QB 4 gave White a good game.

(*g*) There was no need for allowing his Pawns to be doubled, and he could well afford B—Q 2, without sustaining the least disadvantage from the reply Kt × Kt ch, followed by Q—K 2 ch; for the Q could ultimately interpose at K 2, and after the exchange of Queens, he had less difficulty to maintain the balance than after allowing his Pawns to be doubled on Q side.

(*h*) He could not well take the QRP, for he must have ultimately lost a piece; *e.g.* 15. B × P / P—QKt 3 16. KR—K sq / P—KB 3 17. P—KB 4 / Q—B 4 ch 18. K—R sq / Kt—Q 2 19. Q—B 3 / P—QB 3 followed by K—Kt 2 winning.

But KR—K sq at once was vastly superior to the last move.

(*i*) It would have been quite safe to win the KKtP with the check of Q at Kt 4. Black had then little attack with the Rooks on KKt file.

(*j*) Again ill judged. He ought to have tried to double the Rooks, commencing with R—QKt 3 and then his QBP could advance with an attack on the hostile Rook.

(*k*) Mr. Gossip has calculated well to get out with a pawn ahead. It is obvious now that White cannot recover the KtP, on account of the check following.

(*l*) We should have preferred Q—Q 6 as preparation for the advance of the P, which at the same time released him from all the difficulties which the series of checks at White's disposal entailed upon him.

(*m*) Had he taken P with B, the game might have proceeded: 37. B × P / Kt × B 38. Q—Q 5 ch / Q—B 3 39. Q × Kt / P—K 6 dis ch 40. K—B sq / P—K 7 + (if any other move, 40. ——) 40. —— / Q—B 5 ch 41. K—K sq / P—Kt 6 42. Q × P / P—Kt 7 43. Q—B 3 ch / P—B 3 wins.

(*n*) Not so good as Q—KKt 8, which stopped the advance of either KtP.

(*o*) The two checks were useless.

(*p*) This beautiful sacrifice alone would make the whole game worthy of preservation. (See Diagram below.)

(*q*) Obviously he could not capture the KP on account of K × P ch

(*r*) To prolong the struggle he might have played Q—Q 4, which would have enabled him to gain the KP with a check.

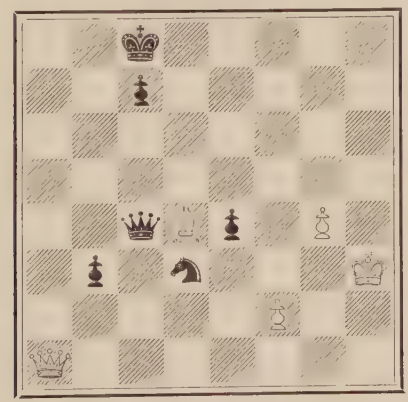
(*s*) Wherever the K moves P—K 6 wins.

NOTE BY THE AUTHOR.

If 52. P—Kt 6 / Kt—B 5 ch &c.; or if 52. K—Kt 3 / Kt—QB 4 &c.

POSITION AFTER WHITE'S 47TH MOVE.

BLACK (GOSSIP).



WHITE (SANDERS).

Black played 47. Q × B

GAME II.—From the *New York Herald* (London Edition).

(Played in the Divan (Spring) Tourney, 1890.)

WHITE (G. H. D. Gossip).	BLACK (S. Tinsley).

1. P—K 4	P—Q 4	**8.** P—QB 4	Castles	**14.** P×P ch	R×P	**20.** B—Q 8 ! (*f*)	Q—QKt sq	**26.** Kt—Q 6	Kt×Kt
2. P×P	Kt—KB 3 (*a*)	**9.** Kt—B 3	Kt—K sq	**15.** KR—Q sq (*c*)	Kt—Q 3 (*d*)	**21.** Q—K 8 ch	KR—B sq	**27.** R×Kt	Q—B 2
3. B—Kt 5 ch	P—B 3 (*b*)	**10.** P—Q 5	Kt—QR 4	**16.** Kt×Kt	B×Kt	**22.** Q—K 6 ch	K—R sq	**28.** Q—B 5 ch	K—R sq (*g*)
4. P×P	Kt×P	**11.** Q—R 4	B×B	**17.** B—Kt 5 (*e*)	B×RP ch	**23.** B—K 7	KR—K sq	**29.** R×P ch (*h*)	P×R
5. Kt—KB 3	B—Q 2	**12.** Kt×B	QR—QB sq	**18.** K×B	Q—B 2 ch	**24.** Kt—Kt 5	P—KR 3	**30.** Q—B 6 ch	K—Kt sq
6. Castles	P—K 3	**13.** P×P	P—QR 3	**19.** K—Kt sq	Kt×P	**25.** Kt—B 7 ch	K—R 2	**31.** Q—Kt 6 ch	Resigns
7. P—Q 4	B—K 2								

NOTES BY MR. VAN VLIET
(Winner of 4th Prize in the Amsterdam International Tournament).

(*a*) Played by Blackburne against Weiss in the New York International Tournament. The best reply for White is P—Q 4

(*b*) Not good. The correct answer is B—Q 2 ; if then B×B ch, Q×B followed by P—QB 3

(*c*) A good move. Black cannot capture the Knight on account of 16. R×Q, P×Q 17. R×R

(*d*) This ultimately results in the loss of a piece. The only alternative was Q—Kt 3 ; if then 16. B—K 3, P×Kt 17. B×Q, P×Q 18. B×Kt ; but even then White is left with six Pawns to four, which ought to win.

(*e*) Better than capturing B with R, and then Kt with Q.

(*f*) Again well played. Mr. Gossip conducts the attack in excellent style.

(*g*) Loses at once; K—Kt sq would have prolonged the struggle for a little time.

(*h*) A very pretty termination. Mate in three moves is now forced.

NOTE BY THE AUTHOR.

In order to avoid the accusation of "self-glorification," or of only publishing his successes and omitting to publish his defeats, made against him by the *Athenæum*, the author desires to state that he has only played *two* games with Mr. Tinsley, viz. the game above, and a game in the Manchester Tournament, which was drawn. Mr. Tinsley tied for sixth prize in that Tourney with Messrs. Alapin and Von Scheve (with both of whom the author drew); and although the amount of Mr. Tinsley's prize was less than that of the second prize and little more than the third prize in the Divan Tourney, the honour was greater. It may be added that had not Mr. Tinsley hastily consented to draw two games, which he ought easily to have won, he would have come out equal with Messrs. Bird and McKenzie, who divided 3rd and 4th prizes, and who, although only a single point above Mr. Tinsley in the score, each received £45, whilst Mr. Tinsley only got £3 6s. 8d.

The author desires to state, that in publishing some of his victories in international and public tournaments over several eminent masters, he has no idea of claiming superiority over, or even equality with, two of his celebrated opponents, but merely offers these *parties* as samples of his skill, with the hope that they may prove interesting to his readers, and enhance to some extent the value of his work. At the same time, as the author has defeated, on even terms, Messrs. Bird, Pollock, Tinsley, and Esling, and made even games with Messrs. D. G. Baird, Delmar, Lipschütz, Max Judd and Showalter in international and public tournaments, he protests strongly against the assertion of the *Athenæum* "that he is only a second-class player; that his games are of the feeblest description, and only prove that great chess players can play very badly at times, and that Messrs. Bird and MacDonnell [whom he has signally defeated in public play on *even* terms] and others are capable of yielding him the odds of Pawn and move." As to the assertion of the critic of *Land and Water*—the late Mr. Wisker —"that the author never rose above the position of second class," it may be passed over as beneath contempt.

THE FRENCH DEFENCE,

so called from its having been successfully adopted by the French players in the match by correspondence between Paris and London, and having been also played by Labourdonnais against MacDonnell in 1834, is perhaps the safest, though the most dull and dreary of all defences in reply to 1. P—K 4. Its legitimate result should, we believe, be a drawn game. Lucena's treatise, published in 1495, mentions it, so that its designation would appear to be a misnomer. Steinitz's new move of Q—Kt 4, although considerably strengthening the first player's attack, hardly seems conclusive, and the frequent adoption of the French Defence in public tournaments by magnates of the game, with the view of playing for a draw, appears to testify to its soundness.

TABLE CCXV.

1. P—K 4 / P—K 3 **2.** P—Q 4 / P—Q 4 **3.** Kt—QB 3 / Kt—KB 3 **4.** P—K 5 * / KKt—Q 2

5. P—B 4 / P—QB 4 **6.** P×P / B×P?

1.	2.	3.	4.	5.
7. Q—Kt 4 / Castles			**7.** P—KKt 3	
8. Kt—B 3 ! / P—KB 4 !	**8.** Q—K 2		**8.** Kt—B 3 / Kt—QB 3	
9. Q—R 3+(*a*)	**9.** B—Q 3 / P—B 4	**9.** P—B 3	**9.** P—QR 3! (*b*) / Kt—Kt 3	**9.** B—Q 3 / Kt—Kt 5
	10. Q—R 3+	**10.** Q—R 4 / P—KKt 3	**10.** B—Q 3— / B—Q 2—	**10.** B—Q 2 / Kt—Kt 3
		11. P×P / Kt×P		**11.** Kt—K 2!+(*c*)
		12. B—Q 2+		

* Or 4. P×P / P×P 5. Kt—B 3 / B—Q 3 6. B—Q 3 / Castles 7. Castles / B—KKt 5 8. B—KKt 5— / P—B 3— 9. Kt—K 2 / QKt—Q 2 10. Kt—Kt 3 / Q—B 2 11. Q—Q 2 / Kt—R 4 12. Kt×Kt / B×Kt (R 4) 13. R—K sq— / QR—K sq— (Blackburne *v.* Lee).

Or, again, 4. B—Q 3 / P—B 4 ! 5. KP×QP / Kt×P &c.

N.B.—If 5. QKt—K 2 instead of 5. P—B 4 (after 4. P—K 5 / KKt—Q 2) then follows

5. / P—QB 4 6. P—QB 3 / Kt—B 3 7. P—KB 4 / P—QR 3 ! 8. P—QR 4 / P—B 5 &c. (Steinitz).

(*a*) Followed by 10. P—KKt 4 with a strong attack. Steinitz prefers 9. P×P *en pass.* followed by 10. Q—K 2. Steinitz considers that 7. Q—Kt 4 (col. 1) yields White the advantage; but the decisive game in the New York Tourney between Weiss and Mason, in which the former adopted it, resulted in a draw. If, in col. 4, 8. B—Q 3 / Kt—QB 3 9. P—QR 3 ! is another continuation.

N.B.—Or, in col. 4 above, 8. B—Q 3 / Kt—QB 3 9. B—Q 2 / Kt—Kt 5 10. Kt—B 3 / P—QR 3 11. P—QR 3 / Kt×B ch 12. P×Kt &c. (If 11. / Kt—QB 3 12. Q—R 3 / B—B sq ! &c.)

(*b*) Or 9. P—KR 4 / Kt—Kt 5 10. K—Q sq &c.

(*c*) Or 11. P—QR 3 / Kt×B ch 12. P×Kt / B—Q 2 13. R—QB sq / R—QB sq 14. P—KR 4 ! / P—KR 4 15. Q—R 3 followed by P—KKt 4 &c.

TABLE CCXVI.

1. P—K 4 / P—K 3 **2.** P—Q 4 / P—Q 4 **3.** Kt—QB 3 / Kt—KB 3 * **4.** P—K 5 / KKt—Q 2 **5.** P—B 4 / P—QB 4 **6.** P×P

1.	2.	3.	4.	5.
6. Kt×P			**6.** B×P	**6.** QKt—B 3
7. Kt—B 3		**7.** P—QR 3—	**7.** Kt—B 3	**7.** P—QR 3!
Kt—B 3		Kt—B 3 —	Castles	B×P
8. B—K 2	**8.** B—QKt 5?		**8.** B—Q 3 —	**8.** Q—Kt 4
Q—Kt 3 (*a*)	B—K 2		P—KB3!—(*d*)	Castles
9. R—QKt sq	**9.** Castles			**9.** Kt—B 3!—
Kt—Q 2	Castles			—
10. B—Q 2	**10.** B×Kt			
P—B 3	P×B			
11. P×P	**11.** Kt—Q 4			
Kt×P	B—Q 2! (*c*)			
12. Kt—QR 4	**12.** Q—R 5			
Q—B 2	P—B 3			
13. Castles	**13.** R—B 3			
B—Q 3	Q—K sq+			
14. P—KKt 3				
Castles				
15. P—B 4				
P—Q 5				
16. P—QKt 4—(*b*)				
—				

* If 3. B—Kt 5 4. P×P P×P 5. Kt—B 3 B—Kt 5 6. B—Q 3 Kt—KB 3 7. Castles Castles &c. (*See* footnotes to asterisk on next two Tables.) If, however, 7. B×QKt? 8. P×B Castles 9. K—R sq Kt—B 3 10. R—QKt sq R—Kt sq 11. B—KKt 5 P—KR 3 12. B—K 3 Kt—K 5 13. Q—K sq P—B 4 14. Kt—K 5 Kt×Kt 15. P×Kt+

(*a*) If 8. P—Q 5 9. Kt—QKt 5 &c.

(*b*) *Breslau Tourney Book*, p. 161. (Schallopp *v.* Tarrasch.)

(*c*) Or 11. Q—B 2 12. Q—R 5 followed by Kt—Q 2! and KR—Q sq Kt—KB sq &c.

(*d*) If 8. Kt—QB 3 9. P—KR 4! (if 9. B×P ch K×B 10. Kt—Kt 5 ch K—Kt 3 11. Q—Q 3 ch P—B 4 12. Kt×KP Q—R 4 13. Kt—R ch Kt×Kt 14. Q×QP B—K 3+) 9. P—B 3 10. Kt—KKt 5! P×Kt 11. B×P ch K×B 12. P×P ch K—Kt sq! 13. Q—R 5+ (Steinitz *v.* Golmayo).

TABLE CCXVII.

1.	2.	3.	4.	5.
P—K 4	P—Q 4	QKt—B 3	B—KKt 5	P—K 5
P—K 3	P—Q 4	KKt—B 3*	B—K 2	KKt—Q 2

	1.	2.	3.	4.	5.
6.	B×B				
	Q×B				
7.	Kt—Kt 5	7.		7. Q—Q 2	
	Kt—KB sq!	Kt—Kt 3?(*a*)		Castles (*d*)	
8.	P—QB 3	8. P—QR 4!	8. P—QB 3?	8. Kt—Q sq (*e*)	8. Kt—QKt 5?
	Kt—Kt 3	P—QR 3	P—QR 3	P—QB 4	Kt—QKt 3
9.	Kt—KB 3	9. P—R 5	9. Kt—QR 3	9. P—QB 3—	9. P—KB 4
	P—QR 3	P×Kt	P—QB 4	—	P—QR 3
10.	Kt—R 3	10. P×Kt	10. Q—Kt 3		10. Kt—R 3
	P—QB 4	R×R	Q—B 2		P—QB 4
11.	Kt—B 2	11. Q×R	11. P—KB 4— (*c*)		11. Q—R 5
	Castles	Castles	B—Q 2 —		Kt(Kt3)—Q 2
12.	P—KR 4	12. P×P			12. P×BP!
	P—B 5	Q×P			Kt—QB 3
13.	Kt—K 3!	13. B—Q 3!+ (*b*)			13. Q—Q 2
	P—B 3!				Kt×BP
14.	P—R 5—				14. B—Q 3
	—				P—KB 4
					15. Kt—KB 3
					Kt—K 5+(*f*)

* If 3. B—Kt 5 4. P×P P×P 5. B—Q 3 KKt—B 3 6. Kt—K 2 Castles 7. Castles Kt—B 3! is the best continuation. If 3. P×P? 4. Kt×P KKt—B 3 5. Kt×Kt ch! Q×Kt 6. Kt—B 3 Kt—B 3 7. B—KKt 5 Q—B 4 8. B—Q 3 Q—Kt 5 9. P—KR 3 Q×KtP 10. R—R 2 wins (Steinitz *v.* Bird).

(*a*) Or 7. Q—Q sq (*Chess Monthly*).

(*b*) Followed by Kt—B 3 Q—Q sq &c. (*International Chess Magazine*, April 1887, p. 118).

(*c*) *Chess Monthly* now gives 12. Q—B 2 or Q sq; but White has not so strong a game as in col. 2 of this Table. Or, in col. 3, 10. P×P Q×P 11. B—Q 3 Kt—B 3 12. Kt—B 3 Kt—Q 2 13. Q—R 4 Q—K 2 14. Castles Castles (Mason *v.* Lee.)

In col. 3, 10. P×P Q×P 11. B—Q 3 Kt—B 3 12. Kt—B 3 Kt—Q 2 13. Q—R 4 Q—K 2 14. Castles— Castles— (Mason *v.* Lee) is also a good continuation.

(*d*) N.B.—If, in col. 4, 7. P—QR 3 8. Kt—Q sq P—QB 4 9. P—QB 3 Kt—QB 3 10. P—KB 4 P—R 3!

(*e*) N.B.—Or, in col. 4, 8. P—KB 3 9. P—KB 4 P—QB 4 10. P—B 3 Kt—B 3 11. Kt—B 3— — or 11. B—Kt 5— —

(*f*) Schiffers *v.* Burn.

TABLE CCXVIII.

1. P—K 4	2. P—Q 4	3. QKt—B 3	4. B—KKt 5	5. P—K 5
P—K 3	P—Q 4	KKt—B 3*	B—K 2	KKt—Q 2

1.	2.	3.	4.	5.
6. B×B				
Q×B				
7. Q—Q 2		7.		
Castles		P—QR 3 (*b*)		
8. P—B 4		8. QKt—K 2	8. Kt—Q sq	
P—QB 4		P—QB 4	P—QB 4	
9. Kt—Kt 5		9. P—QB 3	9. P—QB 3	
Kt—QB 3		QKt—B 3	Kt—QB 3	
10. P—B 3		10. P—KB 4 —	10. P—KB 4	10.
P—B 3		P—KB 3!—	P—QKt 4 (*d*)	P×P
11. Kt—B 3		or	11. Kt—B 3	11. P×P —
KBP×P		P—KB 4	P—B 4 or 3	Q—Kt 5—
12. QP×KP!	12. BP×P?	12. Kt—K 3		
P—B 5	P×P	Kt—Kt 3		
13. Kt—Q 6	13. P×P	13. B—Q 3		
Kt—B 4	P—QR 3	R—QKt sq+		
14. B—K 2	14. Kt—Q 6			
P—QKt 3	R×Kt			
15. Castles KR	15. P×R			
Kt—Kt 2!	Q—R 5 ch			
16. Kt—QKt 5—	16. Q—B 2			
B—Q 2!—(*a*)	Kt×QP			
	17. Q×Q			
	Kt×P ch+			

* If 3. B—Kt 5 4. P×P P×P 5. Kt—B 3 (if 5. B—Q 3 see note to asterisk on previous page) 5. KKt—B 3 6. B—Q 3 B—Kt 5 7. Castles Castles 8. Kt—K 2! B—Q 3 (if 8. B×Kt followed by K—R sq R—KKt sq Q—KB sq and Q—KR 3+) 9. P×B 9. Kt—Kt 3 QKt—Q 2

(Steinitz). If 9. Kt—B 3 10. P—B 3 Kt—K 2 11. P—KR 3 QB×Kt 12. Q×B+ Black's best move now is 12. Kt—Q 2

(*a*) Gunsberg *v.* Tinsley (Manchester Tourney, 1890).

(*b*) Condemned by Steinitz (*International Chess Magazine*, August 1890, p. 239).

(*c*) If 10. P—B 4? 11. Kt—B 3 P—QKt 4 12. P—KR 3 Kt—Kt 3 13. Kt—B sq B—Q 2 or Castles (Gunsberg).

(*d*) Or 10. Castles 11. Kt—B 3 P—B 3 12. R—B sq (Van Vliet); or 12. P—QKt 4 13. B—Q 3 P—B 4 14. Castles B—Kt 2 (Tinsley *v.* Jasnagrodsky).

TABLE CCIX.

1. P—K 4	2. P—Q 4	3. Kt—QB 3	4. B—KKt 5*	5. B×Kt
P—K 3	P—Q 4	Kt—KB 3	B—K 2	B×B

1.	2.	3.	4.	5.
6. P—K 5	6. Kt—B 3	6.		6.
B—K 2	Castles	P—QB 4		P×P
7. Q—Kt 4 (*a*)	7. Q—Q 2 (*c*)	7. B—Kt 5 ch		7. Kt×P
P—KKt 3	P—QKt 3	Kt—B 3		Castles
8. Kt—KB 3	8. Castles	8. P×BP		8. B—Q 3
P—Kt 3 !	B—Kt 2	B×Kt ch		Kt—B 3
9. P—KR 4	9. P×P	9. P×B	9.	9. P—B 3+
P—KR 4	QB×P	Q—R 4	P×P	
10. Q—B 4	10. Kt×B	10. B×Kt ch	10. Q×Q ch	
P—R 3	Q×Kt	P×B	K×Q	
11. Kt—KKt 5	11. K—Kt sq	11. Q—Q 4	11. B×Kt	
B×Kt	P—B 4 (*d*)	Castles	P×B	
12. P×B	12. P×P+	12. Kt—Q 2+	12. Kt—Kt 5+	
P—QB 4				
13. P×P				
P×P				
14. Castles QR				
Kt—Q 2				
15. P—KKt 4				
P—R 5				
16. B—Kt 2				
B—Kt 2				
17. R—R 3+ (*b*)				

* Or 4. P×P 5. Kt—B 3 6. B—Q 3 7. Castles 8. B—KKt 5 9. Kt—K 2 10. Kt—Kt 3
P×P B—Q 3 Castles B—KKt 5 P—B 3 QKt—Q 2 Q—B 2
11. Q—Q 2 12. Kt×Kt – (Blackburne *v.* Lee). In the *International Chess Magazine* for July 1890, p. 209, Steinitz observes that the move 4. B—KKt 5 has been found of doubtful benefit to the first player. We are of opinion that the legitimate result of the French Game is a draw against all attacks, with a correct defence.
Kt—R 4 B×Kt –

(*a*) Or 7. B—Q 3 8. Q—Kt 4 &c.
P—QB 4

(*b*) Showalter *v.* Max Judd. Continued: 17. 18. R—K sq 19. QR—R sq 20. Kt—K 4 !
Q—B 2 Q—R 4 Q—Kt 5 P×Kt
21. R—QKt 3 22. R×B 23. Q×Q 24. B×P+
Q—Q 5 Q×KP Kt×Q

(*c*) Or 7. B—Q 3 8. P—K 5 9. P×P ! (if 9. P—KR 4 ? 10. P×P *en pass.* 11. P×P
P—B 4 B—K 2 P—B 4 P×P Kt—B 3+)

(*d*) Blackburne *v.* Burn. Steinitz prefers White, because he has 3 Pawns against 2 on Q side and his K nearer in support.

TABLE CCXX.

1. P—K 4 / P—K 3 **2.** P—Q 4 / P—Q 4 **3.** P×P / P×P

1.	2.	3.	4.	5.
4. B—K 3 / Kt—KB 3			**4.** Kt—KB 3 / Kt—KB 3	
5. B—Q 3 / B—Q 3			**5.** B—Q 3 / B—Q 3	
6. Kt—QB 3 / Castles		**6.** / P—B 3	**6.** Castles / Castles	
7. KKt—K 2 / P—B 3		**7.** KKt—K 2 / B—KKt 5	**7.** B—KKt 5 / B—KKt 5	
8. Q—Q 2 / B—K 3		**8.** Q—Q 2 / QKt—Q 2	**8.** QKt—Q 2 / P—B 3	**8.** Kt—B 3 / Kt—B 3 (*e*)
9. Castles KR / QKt—Q 2	**9.** B—KB 4 / B—QKt 5	**9.** P—KR 3 / B—R 4	**9.** R—K sq— / QKt—Q 2—(*d*)	**9.** B×Kt ? / Q×B
10. B—KB 4 / Q—B 2	**10.** Castles KR / Kt—R 4	**10.** P—B 4 / B×Kt		**10.** Kt×P / Q—R 3
11. B×B / Q×B	**11.** QR—K sq / Kt—Q 2	**11.** Kt×B / Kt—K 5		**11.** Q—B sq ! / Q×Q
12. Q—B 4—(*a*) / —	**12.** B—KKt 5 / Q—R 4	**12.** B×Kt / P×B		**12.** QR×Q / B×Kt
	13. Kt—Kt 3 / Kt×Kt	**13.** P—B 5 / Q—R 5 ch !		**13.** P×B / Kt×P+
	14. RP×Kt / KR—K sq	**14.** B—B 2 / Q—B 3		
	15. K—R 2 / P—B 3	**15.** P—KKt 4— (*c*) / P—KR 4—		
	16. B—K 3—(*b*) / —			

(*a*) Mieses *v.* Bardeleben (Breslau Tourney).

(*b*) Or 16. B—R 4 / Kt—B sq (if 16. / P—KKt 4 17. QB×P / P×B 18. Q×P ch / K—R sq 19. B×RP &c.) 17. R—KR sq / B—Q 3 18. K—Kt sq / Q—B 2 19. P—B 4 / B—KKt 5 ! (Mieses *v.* Tarrasch).

(*c*) *Book of the Breslau Tourney*, p. 158 (Gottschall, Metger, and Seyer).

(*d*) Continued: 10. P—KR 3 / B—R 4 11. P—KKt 4 / B—Kt 3 12. B×B / RP×B 13. Kt—K 5 / Q—B 2 14. Kt×Kt / Kt×Kt 15. Kt—B sq— / KR—K sq— (Blackburne *v.* Lee), drawn.

(*e*) 8. / P—B 3 is safer, leading to an even game.

TABLE CCXXI.

1. P—K 4
P—K 3

1.	2.	3.	4.	5.
2. P—K 5 (*a*) P—Q 4 (*b*)		**2.** P—Q 4 P—Q 4		
3. P×P *en pass.* B×P	**3.** P×P	**3.** Kt—QB 3 P×P?	**3.** P—K 5 P—QB 4	
4. P—Q 4 Kt—KB 3	**4.** P—Q 4 Kt—KB 3	**4.** Kt×P Kt—KB 3	**4.** P—QB 3 Kt—QB 3	
5. B—Q 3 Kt—B 3	**5.** P—KB 4 P—Q 4	**5.** Kt×Kt ch! Q×Kt	**5.** Kt—KB 3 Q—Kt 3	
6. P—QB 3 P—QKt 3	**6.** B—Q 3 Kt—B 3	**6.** Kt—B 3 Kt—B 3	**6.** B—Q 3 B—Q 2	
7. B—KKt 5 P—KR 3	**7.** Kt—KB 3 B—Q 3	**7.** B—KKt 5 Q—B 4	**7.** P×P B×P (*c*)	
8. B×Kt Q×B	**8.** P—B 3 Q—B 2	**8.** B—Q 3 Q—Kt 5	**8.** Castles — Q—B 2!—	**8.** P—KR 4?
			or	
9. Kt—Q 2 B—Kt 2	**9.** P—KKt 3— B—Q 2—	**9.** P—KR 3 Q×Kt P	**8.** — P—QR 4—	**9.** QKt—Q 2 Kt—R 3
10. Kt—K 4— —		**10.** R—R 2+ wins		**10.** Kt—Kt 3 B—K 2
				11. Q—K 2+

(*a*) Introduced by Steinitz, but now, we believe, relinquished by him.

(*b*) If 2. P—KB 3 3. P—Q 4 4. P×QBP 5. Kt—QB 3— (*See* col. 1, next Table). If 2. P—QB 4 3. P—KB 4 4. Kt—KB 3 (Mason) 5. P—KKt 3 6. B—Kt 2 &c.
P—Q 4 Kt—QB 3 Kt—R 3 P—QKt 3 Kt—B 4

(*c*) Or 7. Q—B 2 8. Q—K 2 9. Castles 10. P—QKt 4 11. P—Kt 5— (Mackenzie
B×P KKt—K 2 B—Kt 3 Kt—R 4—
v. Tinsley, Manchester Tourney, 1890).

TABLE CCXXII.

1. P—K 4 P—K 3 **2.** P—K 5 P—KB 3

1.	2.	3.	4.	5.
3. P—Q 4 (*a*) P—QB 4			**3.** — P—Q 4	**3.** P—KB 4? P×P
4. QP×BP B×P	**4.** B—Q 3 P—KKt 3	**4.** — BP×QP	**4.** P×P *en pass.* B×P	**4.** Q—R 5 ch P—KKt 3
5. QKt—B 3 Q—B 2!	**5.** P—KR 4 QBP×P!	**5.** Q—R 5 ch K—K 2	**5.** B—Q 3— —	**5.** Q×KP Kt—KB 3+
6. B—KB 4 Q—Kt 3	**6.** P—R 5 Q—R 4 ch	**6.** P×P ch Kt×P		
7. Q—Q 2 B×P ch	**7.** K—B sq!— P—KKt 4—	**7.** Q—B 5 ch P—Q 3		
8. Q×B Q—KtP		**8.** Q×P (Q 4) Kt—QB 3		
9. K—Q 2 Q×R		**9.** Q—KR 4+		
10. Kt—Kt 5— Kt—B 3!— (*b*)				

(*a*) Salvioli gives 3. P—KB 4! P—QB 4 4. P—KKt 3 Kt—B 3 5. B—Kt 2 Q—B 2 6. P×P Kt×P 7. Kt—KB 3 B—K 2 8. Castles P—QKt 3 9. Kt—R 3 P—QR 3 10. Kt—B 4 B—Kt 2 11. P—Kt 3 &c.; a weak continuation.

(*b*) If 10. — Kt—R 3 11. Kt—Q 6 ch K—B sq 12. B×Kt P×B 13. Q—B 5 Kt—K 2 14. Kt—K 2! Q×R 15. P×P P×P 16. B—R 6 ch K—Kt sq 17. Kt—K 4— — or 16. Q—R 5 Kt—Kt 3 17. Q—R 6 ch K—Kt sq 18. Kt—K 8 K—B 2 19. Kt— 6— —

THE QUEEN'S GAMBIT, AND OTHER IRREGULAR OPENINGS.

The Queen's Gambit is a safe and sound, though dull, opening, much in favour with modern experts: it leads to an even game. It is not considered advisable to accept the Queen's Gambit; and although Tschigorin accepted it against Steinitz, with the object of instituting a counter attack in the centre, the result merely confirms the old-fashioned theory on this point. If, however, the Gambit be accepted, White gets a good game by

3. Kt—KB 3	4. P—K 3	5. B × P	6. Kt—QB 3
P—K 3	Kt—KB 3	B—K 2	Castles

7. Castles

QKt—Q 2 8. B—Q 3 or P—K 4

THE QUEEN'S GAMBIT DECLINED.

TABLE CCXXIII.

1.	2.	3.
P—Q 4	P—QB 4	Kt—QB 3
P—Q 4	P—K 3	Kt—KB 3 *

1.	2.	3.	4.	5.
4. B—B 4		**4.**	**4.** B—Kt 5	
P—QB 4 !		B—K 2 (*b*)	B—K 2 (*c*)	
5. P—K 3		**5.** P—K 3	**5.** P—K 3	**5.**
Kt—B 3		Castles	P×P !	P—QKt 3
6. Kt—B 3		**6.** Kt—B 3	**6.** B×P—	**6.** Kt—B 3
P×QP		P—QKt 3	QKt—Q 2—	Castles
7. KP×P		**7.** R—B sq		**7.** R—B sq—
P×P		P—QR 3		B—Kt 2 —
8. B×P		**8.** P—QR 3		
B—K 2		P—B 4		
9. Castles		**9.** P×P ! —		
Castles		—		
10. R—B sq				
B—Q 2				
11. Q—K 2—	**11.**			
Q—R 4 ! —	R—B sq ?			
	12. KR—Q sq			
	Q—R 4			
	13. Kt—K 5			
	KR—Q sq			
	14. Kt×P			
	K×Kt			
	15. P—Q 5			
	P×P			
	16. Kt×P+(*a*)			

* Rosenthal and Gunsberg favour 3. P—QB 3 4. P—K 3 Kt—B 3 5. P—B 3 B—Kt 5 ! 6. Kt—R 3 QKt—Q 2 ! 7. Kt—B 4 Castles ! 8. B—Q 2 ! This is given as the best continuation by Steinitz. A match game between Steinitz and Gunsberg was continued 8. B—K 2 P×P 9. B×P P—K 4 10. Kt—K 2 P×P 11. Q×P &c. If 11. P×P Kt—Kt 3 12. B—Kt 3 B—Q 2 ! &c.

(*a*) Continued 16. K—B sq 17. P—QKt 4 ! Q—R 5 ! 18. B—Kt 3 Q—R 6 19. Kt×B Kt×Kt 20. R×R R×R 21. B—Q 6 Kt—Kt sq 22. Q—R 5 B—K sq 23. Q—B 5 ch wins.

(*b*) If 4. B—Q 3 5. B×B ! followed by P—K 3 if Q retakes.

(*c*) Considered better than 4. B—Kt 5 by modern experts.

Col. 4: compare *International Chess Magazine*, May 1886, p. 142.

TABLE CCXXIV.

1. P—Q 4 P—Q 4 **2.** P—QB 4

1.	2.	3.	4.	5.
2. P—K 3			**2.** P—QB 3 (*b*)	
3. Kt—QB 3 Kt—KB 3			**3.** Kt—QB 3 P—K 3 (*c*)	**3.** P—K 3 B—B 4
4. P—K 3 P—QKt 3		**4.** P—Q B 4	**4.** Kt—B 3 Kt—KB 3!	**4.** P—QR 3 P—K 3
5. Kt—B 3 B—Kt 2		**5.** Kt—B 3 Kt—B 3	**5.** P—K 3— —	**5.** P—B 5 P—QR 4
6. B—Q 3 QKt—Q 2		**6.** P—QR 3 P—QKt 3		**6.** Q—Kt 3 Q—B 2
7. Castles B—K 2	**7.** P×P? P×P	**7.** B—Q 3— B—Q 3—		**7.** Kt—QB 3 Kt—Q 2
8. Q—B 2 P—B 4	**8.** P—QKt 3 B—Q 3			**8.** Kt—R 4 KKt—B 3
9. P—QKt 3 —(*a*) —	**9.** Castles Castles			**9.** Kt—K 2 B—K 2
	10. B—Kt 2 Kt—K 5			**10.** KKt—QB 3!— —
	11. R—B sq P—QR 3			
	12. Kt—K 2 Q—K 2+			

(*a*) If 9. Kt—K 5? Kt×Kt 10. P×Kt Kt—Q 2 11. P—B 4 P×P+ White may also play 8. P—QKt 3 in this col.

(*b*) Although favoured by Steinitz, Bardeleben and Gottschall prefer 2. P—K 3

(*c*) Or 3. Kt—B 3? 5. Q—Kt 3 9. B—Q 2+ (if 3. P×P 4. P—K 3 B—B 4 5. P×P P×P &c.) 4. P—K 3 B—K 3! 5. Kt—B 3; or if 3. B—B 4 4. P×P P×P 6. Q—Kt 3 Q—Q 2! 7. Kt—B 3 P—K 3 8. Kt—K 5 Q—B 2

Col. 5: Steinitz condemns White's 5th move.

IRREGULAR QUEEN'S PAWN'S OPENING.

TABLE CCXXV.

1. P—Q 4 P—Q 4 **2.** P—K 3

	1.	2.	3.	4.	5.
2.	Kt—KB 3			P—K 3	
3.	P—QB 4 (*a*) P—K 3	**3.** P—B 4 ?	**3.** P—B 3	Kt—KB 3 Kt—KB 3	
4.	Kt—KB 3 P—B 4	**4.** P×BP P—K 3	**4.** Kt—QB 3—(*c*) P—K 3—	**4.** B—K 2 P—QB 4	**4.** P—QKt 3 B—K 2
5.	P—QKt 3 Kt—B 3	**5.** Kt—QB3+(*b*)		**5.** Castles B—K 2 !	**5.** B—Kt 2 Castles
6.	B—Kt 2 P×QP			**6.** P—QB 4 Castles	**6.** B—Q 3 P—B 4
7.	KP×P P×P			**7.** P—QKt 3 P—QKt 3	**7.** Castles Kt—B 3
8.	P×P B—Kt 5 ch			**8.** B—Kt 2 B—Kt 2	**8.** QKt—Q 2 P×P !
9.	Kt—QB 3 ! Kt—K 5			**9.** QKt—Q2— QKt—Q 2 ! — or	**9.** P×P P—QKt 3
10.	R—B sq Q—R 4			**9.** Kt—B 3 QKt—Q 2 !	**10.** P—B 4— —
11.	Q—Kt 3 Kt×Kt			**10.** R—B sq R—B sq	
12.	B×Kt B×B ch			**11.** Kt—K 5 Kt×Kt	
13.	Q×B— Q×Q ch—			**12.** P×Kt Kt—Q 2	
				13. P×P P×P	
				14. P—KB 4— R—K sq—	

(*a*) The game now becomes an ordinary Queen's Gambit Declined or Queen's Fianchetto. If 3. B—Q 3 with the view of forming an attack in the centre.
P—B 3

(*b*) White can now isolate the adverse QP.

(*c*) The position is the same as in col. 4 of the preceding table by a transposition of moves.

QUEEN'S PAWN'S OPENING.

TABLE CCXXVI.

1. P—Q 4 P—Q 4 **2.** B—B 4

	1.	2.	3.	4.	5.
2.	P—QB 4			Kt—KB 3	
3.	B×Kt (*a*) R×B			P—K 3 P—QB 4	
4.	P×P Q—R 4 ch			Kt—KB 3— —	**4.** B×Kt ? R×B
5.	Kt—B 3 P—K 3				**5.** P×P Q—R 4 ch+
6.	P—K 4 B×P				
7.	P×P Kt—B 3		**7.** B—Kt 5 ch K—B sq		
8.	B—Kt 5 ch K—K 2		**8.** P×P Q—Kt 3+		
9.	Kt—B 3 B—Kt 5 !	**9.** Kt×P ?			
10.	P—Q 6 ch B×P+	**10.** Q—Q 2 B—Kt 5 ! (*b*)			
		11. Kt×Kt ch (*c*) P×Kt			
		12. P—B 3 Q×B			
		13. P×B — R—K sq—			

(*a*) If 3. P×P ? Kt—QB 3 4. Kt—KB 3 (Mason *v.* Steinitz).

(*b*) If 10. Kt×Kt 11. Q—Kt 5 ch P—B 3 (if 11. K—Q 3 12. Q—K 5 ch followed by Q×B ; or if 11. K—B sq 12. Q×B ch K—Kt sq 13. Q×Kt Q×B 14. Q—B 7 wins) 12. Q×B ch K—B 2
13. B—K 8 ch wins (Mason *v.* Tschigorin, New York International Tourney).

(*c*) If 11. Q—Kt 5 ch K—B sq &c.

TABLE CCXXVII.

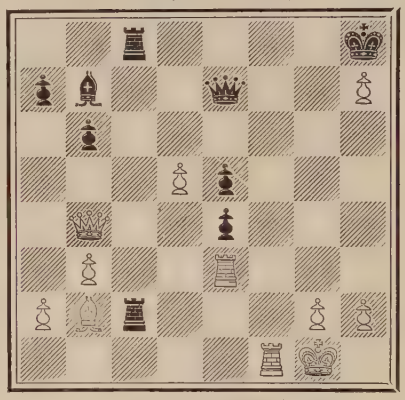
1. P—QB 4	2. P—K 3	3. Kt—KB 3	4. B—K 2 !	5. Castles
P—K 3	Kt—KB 3	P—QKt 3	B—Kt 2	P—Q 4

1.	2.	3.	4.	5.
6. P—Q 4 / B—Q 3				
7. Kt—B 3 / Castles				
8. P—QKt 3 / P—QB 4 !	8. QKt—Q 2			
	9. B—Kt 2 / Q—K 2			
	10. Kt—QKt 5 / Kt—K 5			
	11. Kt × B / P × Kt			
	12. Kt—Q 2— / P—KB 4 !—	12. QKt—B 3 ?		
		13. P—B 3 / Kt × Kt		
		14. Q × Kt / P × P		
		15. B × P / P—Q 4		
		16. B—Q 3 / KR—B sq		
		17. QR—K sq / P—QR 4		

Col. 3 continued: 17. R—B 2 — 18. P—K 4 / QR—QB sq — 19. P—K 5 / Kt—K sq — 20. P—B 4 / P—Kt 3 — 21. R—K 3 / P—B 4 — 22. P × P *en pass.* / Kt × P — 23. P—B 5 / Kt—K 5 — 24. B × Kt / P × B — 25. P × KtP / R—B 7 — 26. P × P ch / K—R sq — 27. P—Q 5 dis ch / P—K 4 — 28. Q—Kt 4+ (Zukertort *v.* Blackburne).

Position after White's 28th Move Q—Kt 4.

BLACK (BLACKBURNE).



WHITE (ZUKERTORT).

28. R (B 7)—B 2
or
R—B 4 (*a*)

29. R—B 8 ch
K×P (*b*)

30. Q×P ch
K—Kt 2

31. B×P ch
K×R

32. B—Kt 7 ch
K—Kt sq

33. Q×Q
Resigns (*c*)

(From the *International Chess Magazine.*)

NOTES BY STEINITZ.

(*a*) If 28. ___ 29. B×P ch 30. R—R 3 ch 31. R—Kt 3 ch 32. R—B 6 ch
Q×Q K×P K—Kt 3 K—R 3 l K—R 2 (or 4)
33. R—B 7 (or B 5) 34. B—B 4 ch 35. R mates.
K—R 3 K moves

(*b*) If 29. ___ 30. B×P ch 31. Q×P ch and mates in four moves. If 28. ___
Q×R K×P R (B 7)—B 4
29. Q×KP+

(*c*) Steinitz considers this game superior to the celebrated game between Morphy and Paulsen, but inferior to the "immortal" Anderssen-Kieseritzki game. It is also, we think, inferior to the magnificent Pollock-Weiss game in the Appendix to the present work.

THE ENGLISH OPENING.

TABLE CCXXVIII.

1. P—QB 4

1.	2.	3.	4.	5.
1.		**1.**	**1.**	**1.**
P—K 3		P—QB 4	P—K 4 (*b*)	P—KB 4
2. P—Q 4		**2.** Kt—QB 3	**2.** Kt—QB 3	**2.** P—K 3
P—Q 4		Kt—QB 3	P—KB 4	P—K 3
3. Kt—KB 3		**3.** P—K 3—	**3.** P—K 3	**3.** Kt—KB 3+(*c*)
Kt—KB 3		—	Kt—KB 3	
4. Kt—B 3		or	**4.** P—Q 4	
B—K 2!		**3.** P—K 4—	P—K 5	
5. P—K 3		—	**5.** Kt—KB 3+	
Castles			or	
6. B—Q 3!—	**6.** B—K 2		**5.** P—QR 3+	
—	P—QKt 3			
	7. Castles			
	B—Kt 2			
	8. P—QKt 3—			
	P—QB 4—(*a*)			

(*a*) If 8. QKt—Q 2 9. B—Kt 2 P—B 4 10. BP×P &c.

(*b*) The game is now a Sicilian, the positions of the players, however, being reversed, White having the advantage of the move.

(*c*) White must not now advance his QP until after Castling on K side and developing his forces.

ZUKERTORT OPENING.

TABLE CCXXIX.

1. Kt—KB 3 **2.** P—Q 4
P—Q 4

1.	2.	3.	4.	5.
2.	**2.**			
Kt—KB 3 (*a*)	B—Kt 5			
3. P—QB 4*	**3.** P—B 4		**3.**	**3.** Kt—K 5
P—QB 3	Kt—QB 3		B×Kt	B—R 4
4. P—K 3	**4.** P—K 3		**4.** KtP×B?	**4.** Q—Q 3!
B—KKt 5	P—K 4		P×P	P—QB 3
5. Q—Kt 3	**5.** Q—Kt 3		**5.** P—K 3	**5.** Q—KR 3
Q—Kt 3	B×Kt		P—K 4	Kt—KB 3!
6. P—B 5!	**6.** KtP×B		**6.** B×P	**6.** P—KKt 4
Q×Q	KKt—K 2		Q—Q 3 (*d*)	B—Kt 3
7. P×Q+ (*b*)	**7.** Kt—B 3		**7.** P×P	**7.** Kt×B
	P×QP		Q×Q ch	BP×Kt
	8. Kt×P	**8.**	**8.** K×Q	**8.** P—Kt 5
	QR—Kt sq	P×P (*c*)	QKt—B 3	Kt—K 5
	9. P—K 4	**9.** B×P	**9.** P—B 4	**9.** B—Kt 2
	Kt—Kt 3	Kt×Kt	P—KKt 4	Kt—Q 3
	10. B—Q 2	**10.** P×Kt	**10.** P×K 6!	**10.** Kt—Q 2
	B—Q 3	Kt—Kt 5	P×KP	Q—Q 2
	11. P—B 4	**11.** Castles+	**11.** P×P	**11.** Kt—B 3
	Castles		P—K 4	Q×Q
	12. Castles		**12.** Kt—B 3+	**12.** B×Q
	QKt—K 2			Kt—R 3
	13. P—B 5			**13.** P—B 3
	Kt×Kt			Kt—B 2
	14. QBP×Kt			**14.** Kt—K 5
	Kt—B 5			P—K 3
	15. Q—KB 3—			**15.** B—B 4
	Q—Kt 4—			B—K 2
				16. B—Kt 4
				Castles QR
				17. P—KR 4
				QR—B sq
				18. P—K 3+

(*a*) If 2. B—B 4 3. P—K 3 P—K 3 4. P—B 4 Kt—KB 3

* Or 3. P—K 3 P—K 3 4. P—QB 4 P—B 3 5. P—QKt 3 QKt—Q 2 6. B—Q 3 B—Q 3 7. QKt—Q 2 (Blake prefers 7. B—Kt 2! Q—K 2 8. Kt—B 3!) 7. P—K 4 8. BP×P BP×P 9. P×P Kt×P 10. Kt×Kt B×Kt 11. B—Kt 5 ch! K—B sq 12. R—QKt sq! (Miniati *v.* Lasker). Or, in this variation, 5. Kt—B 3 B—Q 3 6. B—Q 3 QKt—Q 2 7. Castles Castles 8. P—K 4 (Steinitz *v.* Tschigorin).

(*b*) Followed by the advance of the QKtP (Gunsberg).

(*c*) If 8. Kt×Kt 9. P×Kt Kt—Kt 5 (if 9. Kt—R 4 10. Q—R 4 ch P—B 3 11. B—Q 2+) 10. P—K 4+

(*d*) If 6. P×P 7. Q—Kt 3 Q—K 2 8. Q×P! Q—Kt 5 ch 9. Q×Q B×Q ch 10. B—Q 2+ (Lee *v.* Blackburne).
Lee won by his superior Pawn position.

STEIN'S DEFENCE.

1. P—Q 4
P—KB 4

Although adopted by Morphy, and recommended by Bird, this Defence has justly fallen into disfavour, because it renders the King's Pawn weak. It is strongly condemned by Steinitz.

TABLE CCXXX.

1.	2.	3.	4.	5.
2. Kt—KB 3		**2.** P—K 3		**2.** P—QB 4
P—K 3		P—K 3		Kt—KB 3
3. P—B 4		**3.** P—QB 4		**3.** Kt—QB 3
Kt—KB 3		Kt—KB 3		P—K 3
4. P—K 3		**4.** Kt—KB 3		**4.** Kt—KB 3 -
B—K 2		P—QKt 3		B—K 2 ! —
5. Kt—B 3		**5.** B—K 2		
Castles		B—Kt 2		
6. B—Q 3	**6.**	**6.** Castles		
P—QKt 3 !	P—Q 4 ?	B—Q 3		
7. Castles + (*a*)	**7.** B—Q 2	**7.** Kt—B 3 +	**7.** QKt—Q 2	
	P—QB 3		Castles	
	8. P—B 5 +		**8.** Q—B 2	
			P—B 4	
			9. R—Q sq	
			Kt—B 3	
			10. Kt—B sq	
			B—B sq	
			11. P × P —	

(*a*) In col. 1, Black cannot advance his QP without weakening his centre.
Or, in col. 5, 4. P—QR 3 5. P—K 3 : 6. B—Q 3 7. Kt—R 3 8. Castles
B—K 2 Castles P—QKt 3 B—Kt 2 Kt—B 3
9. P—B 3 10. P—QR 4 ! (Salvioli).
K—R sq

TABLE CCXXXI.

1. P—Q 4
P—KB 4

1.	2.	3.	4.	5.
2. P—K 4?				
P×P !				
3. Kt—QB 3				**3.**
Kt—KB 3				P—K 3
4. B—KKt 5			**4.**	**4.** Q—R 5 ch
P—QB 3 !			P—K 3 ? (*h*)	P—Kt 3
5. B×Kt			**5.** B×Kt	**5.** Q—K 5
KP×B			Q×B	Kt—KB 3
6. Kt×P		**6.**	**6.** Kt×P	**6.** B—KKt 5
Q—Kt 3 !		P—Q 4 ?	Q—Kt 3	B—K 2
7. Q—K 2		**7.** Kt—Kt 3	**7.** B—Q 3	**7.** P—Q 5
Q×KtP		Q—Kt 3 (*g*)	Q×KtP	Castles
8. Kt—Q 6 dis ch(*a*)		**8.** Q—K 2 ch	**8.** Q—R 5 ch	**8.** B—R 6
K—Q sq		K—B 2	P—Kt 3	P—Q 3
9. Q—K 8 ch (*b*)		**9.** Castles	**9.** Q—K 5	**9.** Q—Q 4
K—B 2		Kt—R 3	Q×R	P—K 4
10. Q×B ch		**10.** Q—B 3 —	**10.** Q×R	**10.** Q—Q 2
K×Kt		P—KKt 3—	Q×Kt ch	R—B 2
11. R—Q sq			**11.** K—Q 2	**11.** P—KR 3
Kt—R 3			Q×R	QKt—Q 2
12. Q×R			**12.** Kt—B 6 ch	**12.** Castles
K—B 2			K—B 2	Kt—QB 4
13. Q×RP	**13.** P—QB 3		**13.** Q—Kt 8 ch—	**13.** B—QB 4
B—Kt 5 ch	Q×P ch		—	B—Q 2
14. K—K 2	**14.** K—K 2 (*f*)			**14.** KKt—K 2—
Q×BP ch	Q—B 7 ch			P—QR 4 —
15. K—B 3 (*c*)	**15.** R—Q 2			
Q—KB 4 ch	Q—K 5 ch wins			
16. K—Kt 3				
B—Q 3 ch				
17. P—B 4 (*d*)				
Q×P ch wins (*e*)				

(*a*) If 8. Kt×P dis ch — K—Q sq; 9. Q—K 8 ch — K—B 2; 10. Q—K 5 ch — B—Q 3+

(*b*) If 9. Kt—B 7 ch — K—B 2 &c.

(*c*) If 15. K—K 3 — R—K sq ch &c.

(*d*) If 17. K—R 4 — P—Kt 4 ch; 18. K—R 5 — P—Kt 5 dis ch; 19. K—R 4 — Q mates

(*e*) Continued 18. K—R 3 — Q—R 3 ch; 19. K—Kt 4 — P—B 4 ch; 20. K—B 3 — Q—B 5 ch; 21. K—K 2 — R—K sq ch; 22. K—Q 3 — R—K 6 ch wins.

(*f*) If 14. R—Q 2 — B—QKt 5 &c.

(*g*) Or 7. B—Q 3 — B—Q 3; 8. B—Q 3 — Castles; 9. KKt—K 2 — P—KB 4; 10. P—KB 4— — P—QB 4—

(*h*) If 4. P—Q 4 ? — 5. B×Kt — KP×B; 6. Q—R 5 ch — P—Kt 3; 7. Q×QP — B—R 3; 8. Kt×P+

FROM'S GAMBIT.

TABLE CCXXXII.

1. P—KB 4 — P—K 4 **2.** P×P — P—Q 3

1.	2.	3.	4.	5.
3. P×P				
B×P				
4. Kt—KB 3				
Kt—KR 3 (*a*)				
5. P—K 4 ?		**5.** P—Q 4 !		
Kt—Kt 5		Kt—Kt 5		
6. P—KKt 3	**6.** Q—K 2	**6.** B—Kt 5		
Kt×P	Kt—QB 3	P—KB 3		
7. R×Kt (*b*)	**7.** P—Q 4	**7.** B—R 4 !		
B×P ch	B×P (*d*)	P—KKt 4		
8. R—B 2 ! (*c*)	**8.** Kt×B (*e*)	**8.** B—B 2 !		
B—Kt 5	Q—R 5 ch	Kt×B		
9. B—Kt 2	**9.** P—KKt 3	**9.** K×Kt		
Kt—B 3	Q×P ch	P—Kt 5		
10. Kt—B 3	**10.** K—Q 2	**10.** KKt—Q 2 ?	**10.** Kt—R 4 ?	**10.** Kt—K sq !
P—B 4	Kt—B 7 wins	B×P	P—KB 4	B×P
11. P—Q 3		**11.** P—KKt 3	**11.** P—KKt 3	**11.** P—KKt 3
Castles +		Q×P ch	P—B 5	B×P ch
		12. P—K 3 !	**12.** P—K 4	**12.** K×B
		B×P ch	P×P *en pass.*	Q—Q 3 ch
		13. K×B	**13.** K×P	**13.** K—Kt 2
		Q×KtP	Q—Kt 4 ch	P—KR 4
		14. Kt—Kt 3	**14.** K—B 2	**14.** Q—Q 3 !
		Kt—B 3	Castles ch	P—R 5 (*f*)
		15. B—Q 3 !	**15.** K—Kt 2	**15.** Kt—QB 3
		P—B 4	Q—Q 4 ch	P—R 6 ch (*g*)
		16. Q—K sq	**16.** K—Kt sq	**16.** K—Kt sq
		Q—K 4 ch	Kt—B 3	P—R 7 ch (*h*)
		17. K—Kt 2	**17.** Kt—QB 3	**17.** K—Kt 2
		B—K 3 +	Q×P ch +	R—R 6
				18. Q—Kt 6 +

This Gambit, as shown in col. 5 of this Table, is bad. For an exhaustive analysis of this opening see *Chess Monthly*, Vol. I.

(*a*) 4. Kt—KB 3 is as good, in the opinion of the *Chess Monthly*.

(*b*) If 7. Kt×Kt, B×P ch wins. If 8. K—K 2, B×Kt

(*c*) If 8. K—K 2 ? B×R 9. Kt×B P—KB 4 10. B—Kt 2 P×P 11. B×P Q—R 5 12. Q—R sq Castles 13. B—Q 5 ch K—R sq
14. Q—Kt sq Q—R 4 ch 15. B—B 3 R×B 16. Kt×R B—Kt 5 17. Q—B 2 or Kt 2 Kt—B 3 wins.

(*d*) If 7. Kt×P ? 8. Kt×Kt Q—R 5 ch 9. K—Q sq ! B×Kt 10. P—Kt 3 +

(*e*) If 8. R×B Kt×R 9. Kt×Kt Q—R 5 ch 10. P—Kt 3 Q×P ch 11. Q—B 2 Q×Q ch 12. K×Q Kt×P +

(*f*) If 14. Kt—B 3 15. P—B 3 and 16. Kt—Q 2

(*g*) If 15. Kt—B 3 16. Q—Kt 6 ch K—B sq 17. Kt—K 4 + ; or if 15. P—KB 4 16. Q—K 3 c K—B 2
17. Kt—Q 3 +

(*h*) If 16. P—Kt 6 17. Kt—K 4 P—R 7 ch 18. K—Kt 2 B—R 6 ch 19. K—B 3 Q—Q 4 20. K×P ! +
Col. 5 continued : 18. K—K 2 19. Kt—K 4 Q×P 20. Q—Kt 7 ch K—Q sq ! 21. Q×P ch wins.

THE FIANCHETTO.

TABLE CCXXXIII.

1. P—K 4

	1.	2.	3.	4.	5.
1.	P—QKt 3 (*a*)				P—KKt 3
2.	P—Q 4		B—Kt 2	P—KKt 3	P—KB 4
	P—K 3				P—K 3
3.	B—Q 3 ! (*b*)		B—Q 3	B—Q 3	Kt—KB 3
	B—Kt 2		P—KB 4	B—QKt 2	P—QB 4
4.	Kt—K 2	Kt—QB 3 (*c*)	P×P	B—K 3	P—Q 4
	Kt—KB 3	P—KKt 3 (*d*)	B×P	B—Kt 2	P—Q 4
5.	Kt—Kt 3	B—K 3	Q—R 5 ch	Kt—KB 3	Kt—B 3—
	P—B 4	B—Kt 2	P—KKt 3	P—K 3	B—Kt 2—
6.	P×P !	Q—Q 2	P×P	Kt—B 3	
	KB×P	P—Q 3	B—KKt 2 !	Kt—KB 3	
7.	Kt—B 3	KKt—K 2	P×P dis ch	Q—K 2 —	
	Kt—B 3	Kt—Q 2	K—B sq	Castles —	
8.	B—KB 4 —	Castles KR	P×Kt Queen's ch		
	P—Q 4 —	Kt—K 2	K×Q		
9.		P—B 4	Q—Kt 4		
		Castles	B×R		
10.		P—B 5+	P—KB 3+		

(*a*) As pointed out by Freeborough and Ranken, the opening is transposed into a variation of the QP game, unless P—K 4 follows.

(*b*) Although 3. P—Q 5 is recommended by the *Handbuch*, we are convinced that it is premature and weak.

(*c*) Preferred by Steinitz. Or 4. Kt—KB 3 5. P—B 3 6. P—K 5 7. Castles or B—K 4+
P—QB 4 Kt—KB 3 Kt—Q 4

(*d*) Or 4. 5. Kt—B 3
Kt—KB 3 P—B 4 &c.

N.B.—Or in col. 1, 5. P—KB 3 6. B—K 3 7. P—B 3—
B—K 2 Castles P—B 4—

In col. 3, 4. P—KB 3 followed by Kt—KR 3 and B 2

Or col. 4, 2. P—Q 4 3. B—Q 3 4. P—QB 4 5. Kt—QB 3 6. P—B 4—
P—Q 3 Kt—KB 3 B—KKt 2 Castles P—K 4—

THE KING'S BISHOP'S AND QUEEN'S BISHOP'S PAWN'S OPENINGS.

TABLE CCXXXIV.

1.	2.	3.	4.	5.
1. P—KB 4 (*a*)			**1.** P—QB 4	**1.**
P—Q 4 (*b*)			P—QB 4 !	P—K 4 ? (*e*)
2. Kt—KB 3		**2.** P—K 3	**2.** Kt—QB 3	**2.** Kt—QB 3
P—KKt 3 (*c*)		P—K 3	Kt—QB 3	P—KB 4
3. P—K 3		**3.** P—QKt 3	**3.** P—K 4 or 3—	**3.** P—K 3
B—Kt 2		Kt—KB 3	—	Kt—KB 3
4. B—K 2		**4.** Kt—KB 3		**4.** P—Q 4
Kt—KB 3		B—K 2		P—K 5
5. Castles		**5.** B—Kt 2—		**5.** Kt—KR 3+
Castles		— (*d*)		or
6. P—QKt 3				**5.** P—QR 3+
Kt—K 5				
7. P—Q 4 !+	**7.** P—QB 3 ?			
	Kt—QB 3			
	8. B—Kt 2			
	R—K sq			
	9. P—Q 3			
	Kt—Q 3			
	10. Kt—R 3			
	P—K 4 !			
	11. P—Q 4			
	P×BP			
	12. P×P			
	Q—K 2			
	13. Kt—K 5			
	P—B 3			
	14. Kt×Kt			
	Q×B+			

(*a*) Inferior to 1. P—QB 4 or 1. P—K 3 inasmuch as the first player's centre Pawns are ultimately weak.

(*b*) Or 1. P—K 3 2. Kt—KB 3 (if 2. P—K 4 P—Q 4+) 2. P—Q 4 3. P—K 3 P—QB 4 4. B—Kt 5 ch Kt—B 3 5. B×Kt ch P×B 6. P—QB 4 B—R 3 7. Kt—R 3 B—Q 3+ (Anderssen *v.* Kölisch).

(*c*) Best according to Burn, but weak, in our opinion.

(*d*) If 5. Castles ? 6. Q—K 2 P—QB 4 7. P—KKt 4+

(*e*) The position is that of the Sicilian, White being first, instead of second, player. Col. 5 continued: 5. P—QR 3 P—Q 4 6. P×P Kt×P 7. B—QB 4 Kt—Kt 3 8. P—KB 3+

N.B.—After 1. P—QB 4, in col. 4, the game usually transposes into a Queen's Gambit, by 1. P—K 3 2. P—Q 4, or else into an Irregular Queen's Pawn's Opening.

APPENDIX.

PHILIDOR'S DEFENCE.

SUPPLEMENTARY TABLE I. (*see* TABLE I., cols. 2, 3, 4, and 5).

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / P—Q 3 **3.** P—Q 4 / P×P

1.	2.	3.	4.	5.
4. Kt×P / P—Q 4		**4.** Q×P / Kt—QB 3		**4.** B—QB 4 / Kt—KB 3 (*f*)
5. P×P ! / Q×P	**5.** P—K 5 ? / P—QB 4	**5.** B—QKt 5 / B—Q 2		**5.** Kt—Kt 5 / B—K 3
6. Q—K 2 ch / B—K 2	**6.** B—Kt 5 ch / B—Q 2 !	**6.** B×Kt / B×B		**6.** B×B / P×B
7. Kt—Kt 5 / Kt—QR 3	**7.** P—K 6 / B×B !	**7.** B—Kt 5 / Kt—B 3 !	**7.** P—KB 3	**7.** Kt×KP / Q—K 2
8. QKt—B 3 / Q—Q sq !	**8.** P×P ch / K×P	**8.** Kt—QB 3 (*c*) / B—K 2	**8.** B—R 4 / Kt—R 3 (*e*)	**8.** Kt×QP / Q×P ch
9. B—B 4 / Kt—B 3	**9.** Kt×B / Q—K sq ch !	**9.** Castles QR / Castles	**9.** Kt—B 3 / Q—Q 2	**9.** Q—K 2 / Q×Q ch
10. QR—Q sq ? (*a*) / B—Q 2	**10.** Q—K 2 ! (*b*) / Q×Q ch	**10.** KR—K sq / P—KR 3	**10.** Castles KR / B—K 2	**10.** Kt or K×Q— / —
11. Q—K 5 / Castles	**11.** K×Q / Kt—QR 3+	**11.** B—R 4 — / Kt—Q 2—(*d*)	**11.** QR—Q sq / Castles KR	
12. Kt×BP / Kt×Kt			**12.** Q—B 4 ch+	
13. Q×Kt / Q×Q				
14. B×Q / KR—K sq				
15. B—K 2 — / B—QKt 5—				

(*a*) After 10. Q—B 4 ! (*see* Table I., col. 2) 10. Castles is best. The *Handbuch* gives the inferior continuation 10. P—QB 3 11. R—Q sq B—Q 2 12. Kt—Q 6 ch B×Kt 13. B×B Q—Kt 3 and innocently remarks "that there is no danger for Black."

(*b*) If 10. B—K 3 / Q×Kt 11. Q×P ch but White's attack is an insufficient compensation for the loss of a piece.

(*c*) We consider this move preferable to 8. B×Kt given in Table I., col. 3.

(*d*) For Black's position is somewhat cramped, and as he has by no means so good a game as in col. 3, Table I. If 11. Kt—K sq? 12. B×B Q×B 13. P—K 5 B×Kt 14. P×B Q—Kt 4 ch 15. P—B 4 ! P×P 16. Q×P+

(*e*) If 8. Kt—K 2 9. Kt—QB 3 Kt—Kt 3 10. B—Kt 3 B—K 2 11. Castles QR &c.

(*f*) If 4. B—K 2 ? 5. P—QB 3 P—Q 6 6. Q—Kt 3 B—K 3 7. B×B P×B 8. Q×KtP Kt—Q 2 9. Q—Kt 5 Kt—KB 3 10. Kt—KKt 5 R—QKt sq 11. Q—R 4 Castles 12. Kt×KP Kt—B 4 13. Kt×Kt P×Kt 14. Q—B 4 ch K—R sq 15. Castles+

SUPPLEMENTARY TABLE II. (*see* TABLE I., col. 3).

1. P—K 4	2. Kt—KB 3	3. P—Q 4
P—K 4	P—Q 3	P×P !*

1.	2.	3.	4.	5.
4. Q×P B—Q 2?				
5. B—QB 4 Kt—QB 3	**5.** B—K 3 Kt—QB 3	**5.** B—KB 4 Kt—QB 3	**5.** B—KKt 5 Kt—QB 3	**5.** —— P—KB 3 (*c*)
6. Q—K 3 B—K 2 (*a*)	**6.** Q—Q 2 Kt—B 3	**6.** Q—Q 2 B—K 2	**6.** B×Q Kt×Q	**6.** B—R 4 Kt—B 3
7. Q—Kt 3+ (*b*)	**7.** B—Q 3 B—K 2	**7.** Kt—B 3 Kt—B 3	**7.** Kt×Kt K×B	**7.** Q—Q 2 KKt—K 2
	8. Kt—QB 3 Castles	**8.** Castles QR Castles	**8.** B—B 4 Kt—R 3	**8.** Kt—B 3 Kt—Kt 3
	9. Castles KR+	**9.** B—Q 3+	**9.** Kt—QB 3 B—K 2	**9.** B—B 4+
			10. Kt—Q 5 R—K sq	
			11. Castles KR— P—QB 3—	

* If, firstly, 3. B—KKt 5? 4. P×P B×Kt 5. Q×B P×P 6. B—QB 4 Q—Q 2! (if 6. Q—B 3 7. Q—QKt 3 followed by 8. Kt—QB 3+; or if 6. Kt—KB 3 7. Q—QKt 3+) 7. Q—QKt 3 P—QB 3 8. P—QR 4 B—Q 3 9. Castles+ If, secondly, 3. Kt—Q 2 4. P—QB 3!+ (if 4. B—QB 4— Kt—Kt 3!). If, thirdly, 3. Kt—KB 3 4. Kt—QB 3 P×P 5. Q×P B—K 2! 6. B—K 3 Castles 7. Castles; and although the game is about equal, White's position is somewhat preferable. Or 3. Kt—KB 3 4. B—KKt 5 P×P ! 5. Q×P! B—K 2 6. Kt—B 3 Castles 7. Castles Kt—B 3 8. Q—Q 2— B—K 3— Or 3. Kt—KB 3 4. P×P Kt×P 5. B—QB 4 P—QB 3 6. Castles P—Q 4 7. B—Q 3 Kt—B 4! 8. B—K 3— B—Kt 5—

(*a*) If 6. B—K 3 7. B×B P×B 8. Kt—Kt 5+

(*b*) Löwenthal.

(*c*) If 5. Kt—KB 3 6. B×Kt or P—K 5 and White's position is preferable.

SUPPLEMENTARY TABLE III. (*see* TABLE II., cols. 1 and 3).

1. P—K 4	2. Kt—KB 3	3. P—Q 4
P—K 4	P—Q 3	P—KB 4

1.	2.	3.	4.	5.
4. P×KP				
BP×P				
5. Kt—Kt 5				
P—Q 4				
6. QKt—B 3	**6.** P—K 6			
P—B 3	Kt—KR 3			
7. P—K 6	**7.** Kt—QB 3! (*b*)	**7.** Kt×RP?	**7.** Q—R 5 ch?	**7.** P—KB 3?
KKt—R 3	P—QB 3	B×P	P—Kt 3	P—K 6 (*c*)
8. KKt×KP	**8.** Kt×RP	**8.** Kt×B	**8.** Q—R 3	**8.** QB×P
P×Kt	B×KP	K×Kt	Q—B 3	B—K 2
9. Q×R 5 ch	**9.** Kt×B	**9.** B×Kt—	**9.** P—QB 4—	**9.** P—KB 4 (*d*)
P—KKt 3	K×Kt	R×B—	P—Q 5—	B×Kt
10. Q—K 5	**10.** Kt×KP			**10.** P×B
R—Kt sq	Kt—KKt 5			Kt—KKt sq
11. B—KKt 5 *	**11.** Kt—KKt 5+			**11.** B—B 5
B—KKt 2 (*a*)				B×KP
12. P—K 7				**12.** Q—K 2
Q—Kt 3				Q—Q 2
13. Castles				**13.** P—KKt 4
B×Q				Kt—K 2+
14. R—Q 8 ch				
K—B 2				
15. B—B 4 ch				
B—K 3				
16. B×B ch				
K×B				
17. R×R wins				

* If 11. B×Kt? B×B 12. R—Q sq Q—Kt 4 13. Q—B 7 B×P 14. Q×KtP P—K 6 15. P—B 3 Q—K 2 16. Q×R K—B 2 17. R—Q 4 R—QB sq 18. B—B 4 B×B 19. R×B Q—Q 2 20. Kt—K 4 B—B sq 21. R—Q 4 Q×R wins.

(*a*) If 11. ——— Q—Kt 3 12. Castles QR Kt—Kt 5 13. QKB 4 wins.

(*b*) Transposing into col. 1 of this Table.

(*c*) Or 7. ——— B—QB 4 8. BP×P Castles 9. P×QP (if 9. Q×QP Q—K 2 10. B—QB 4 Kt—QB 3+) 9. ——— B—B 7 ch! 10. K—K 2 B—Q 2 11. P×B Q—K 2 ch 12. K—Q 3 QKt×P+ (Wormald). The "books" give the weaker continuation for Black, in this variation, of 9. ——— R—B 4? 10. Kt—QB 3 R—K 4 ch 11. QKt—K 4 R×QP 12. B—Q 2 QB×P 13. B—QB 4 Kt—QR 3 14. Q—KB 3 wins.

(*d*) *La Stratégie*, Suhle and Neumann and Wormald prefer 9. P—KR 4.

SUPPLEMENTARY TABLE IV. (*see* TABLE III., col. 1, and TABLE IV., cols. 1, 3, 4 and 5).

1. P—K 4	**2.** Kt—KB 3	**3.** P—Q 4
P—K 4	P—Q 3	P—KB 4

1.	2.	3.	4.	5.
4. Kt—QB 3	**4.** B—QB 4			**4.**
P×QP !	Kt—QB 3			P×KP
5. Q×P	**5.** Kt—Kt 5	**5.** QP×KP !		See Table V., col. 1, p. 6.
P×P ? (*a*)	Kt—KR 3	QP×KP		
6. B—KKt 5	**6.** P—Q 5 !	**6.** Q×Q ch		
Kt—KB 3	Kt—K 2 ?	Kt×Q		
7. Kt×P	**7.** Kt—QB 3	**7.** Castles	**7.** Kt×P ?	
B—K 2	P—B 3	B—Q 3	P×P	
8. B—QB 4	**8.** P—B 4	**8.** P×P	**8.** B—Q 2	
Kt—B 3	P—QKt 4 (*b*)	B×P	B—Q 3	
9. Q—K 3	**9.** B—Kt 3	**9.** B—Kt 3	**9.** B—QB 3	
Kt—QR 4	P—Kt 5	Kt—K 2	Kt—KB 3	
10. B—Kt 5 ch	**10.** Kt—K 2	**10.** R—K sq	**10.** P—KR 3	
K—B 2 !	P×KP	QKt—B 3	B—K 3	
11. B×Kt+	**11.** Castles	**11.** Kt—Kt 5	**11.** Kt—Q 2	
	B—B 4	P—KR 3	Castles	
	12. Kt—Kt 3 wins (*c*)	**12.** Kt—B 7	**12.** Castles KR	
		R—KB sq	Kt—Q 4	
		13. Kt×B ch	**13.** B×Kt	
		P×Kt	B×B	
		14. B—K 3+	**14.** QKt—B 4	
			KB×Kt !	
			15. Kt×B—	
			Kt—B 2—	

(*a*) In Table III., col. 1, the better continuation 5. Q Kt—B 3 is given. The inferior continuation above is given to show how White should take advantage of a weak move, and also in order to gag the captious critic, who might censure the omission of this variation.

(*b*) Another continuation, omitted from the main tables, in Table IV., col. 5.

(*c*) In Table IV., col. 5, the variation is given 8. P×QP 9. P×QP 10. B—Kt 5 ch P—K 5 B—Q 2

11. Kt—K 6+ Ranken now suggests 11. Q—Kt 3 and questions White's decisive superiority; but the whole variation is inferior from White's fifth move. Also, in Table II., col. 5., Ranken's move 7. Q Kt—B 3 is shown to be inferior to 7. Kt×KP

SUPPLEMENTARY TABLE V. (*see* TABLE IV., cols. 1, 2, 3 and 5).

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / P—Q 3 **3.** B—B 4 *

1.	2.	3.	4.	5.
3. / B—K 2 (*a*)	**3.** / B—K 3	**3.** / B—KKt 5	**3.** / P—QB 3	
4. P—Q 4? (*b*) / P×P	**4.** B×B / P×B	**4.** P—QB 3+	**4.** P—Q 4 / P—Q 4	
5. Kt×P / Kt—KB 3	**5.** P—QB 3 / Kt—KB 3		**5.** P×QP / P—K 5	
6. Kt—QB 3 / Castles	**6.** Q—Kt 3+		**6.** Kt—K 5 / P×P	
7. Castles / Kt×KP			**7.** B—Kt 5 ch / B—Q 2	
8. Kt×Kt / P—Q 4			**8.** Q—R 5 ch / P—Kt 3	
9. B×P— / Q×B—			**9.** Kt×KtP / BP×Kt	
			10. Q—K 5 ch / K—B 2	
			11. Q×P ch / K—Kt 2	
			12. Q×KtP / Q—Kt 3	
			13. Q×R / B×B	
			14. Q×KP / Kt—KB 3	
			15. Q—B 4? / Q—QB 3!+	**15.** Q—B 3! / Kt—B 3
				16. P—QB 3 / Kt×P
				17. P×Kt / B—Kt 5 ch (*c*)

* Mason prefers 3. P—Q 4 while Steinitz considers 3. B—B 4 as good as 3. P—Q 4 These are merely matters of opinion or taste; but we are inclined to prefer 3. P—Q 4

(*a*) If 3. P—KB 4 4. P—Q 4+ (*see* Tables IV. & V.), transposing into the Philidor Counter Gambit.

(*b*) The better continuation 4. P—B 3 is given in Table VI., col. 1.

(*c*) Continued 18. Kt—B 3 / R—K sq ch 19. B—K 3 / Kt—K 5 20. R—QB sq / Q—R 4 Wormald and the *Handbuch* prefer White. Steinitz prefers Black. We also prefer the Black.

PETROFF'S DEFENCE.

SUPPLEMENTARY TABLE VI. (*see* TABLE VII., col. 4, p. 10).

1. P—K 4	2. Kt—KB 3
P—K 4	Kt—KB 3

1.	2.	3.	4.	5.
3. P—Q 4 !			3. Kt×P	
Kt×P			P—Q 3 *	
4. B—Q 3			4. Kt×BP (*d*)	
P—Q 4			K×Kt	
5. Kt×P !			5. B—B 4 ch	5.
B—Q 3			P—Q 4 !	B—K 3 ?
6. Castles			6. B—Kt 3 (*e*)	6. B×B ch
Castles			B—KKt 5 ! (*f*)	K×B
7. P—QB 4	7.		7. P—KB 3	7. P—Q 4
P—QB 3	B—K 3		B—K 3 +	K—B 2
8. Kt—QB 3 !	8. P—B 4 ! —	8. P×P (*b*)		8. Castles
Kt×Kt	P—KB 4 —	B×P		B—K 2
9. P×Kt		9. Kt—QB 3		9. P—QB 3 !
B×Kt		Kt×Kt		QKt—Q 2
10. P×B		10. P×Kt —		10. Q—Kt 3 ch
P×P ! (*a*)		Kt—QB 3 — (*c*)		P—Q 4
11. B×P				11. P—K 5 + (*g*)
Q×Q				
12. R×Q —				
—				

(*a*) In his review of the *Modern Chess Instructor* (Part I.) in the *British Chess Magazine*, Mr. Wayte points out that this move is stronger than the weaker continuation 10. B—K 3 given in Table VII., col. 4, which is copied from Steinitz's book.

(*b*) Or 8. Q—Kt 3 B×Kt 9. Q×KtP Kt—Q 2 &c

(*c*) *La Stratégie*, 1886 (Rosenthal).

* If 3. Q—K 2 4. Kt—KB 3 Kt×P ! (*see* Table XIII.). But if 4. Q×P ch? 5. B—K 2 B—QB 4 6. Castles Castles 7. P—Q 4 B—Kt 3 8. P—B 4 P—B 3 9. Kt—B 3 Q—K 2 10. B—Kt 5 +

(*d*) This continuation is omitted from the main Tables.

(*e*) If 6. P×P Q—K 2 ch +

(*f*) Stronger than 6. B—K 3 (Suhle and Neumann), or 6. Q—K sq (Staunton).

(*g*) The *Modern Chess Instructor*, col. 27, continues 11. Kt—K 5 ? 12. P—KB 3 ? &c. whereas, as pointed out by Wayte, 12. Q×QP ch ! wins. The greatest player is not by any means infallible in his theory.

SUPPLEMENTARY TABLE VII. (*see* TABLE X., col. 1, p. 13, and TABLE XI., col. 3, page 14, and col. 1, p. 14).

1. P—K 4	**2.** Kt—KB 3	**3.** Kt×P	**4.** Kt—KB 3	**5.** P—Q 4	**6.** B—Q 3
P—K 4	Kt—KB 3	P—Q 3	Kt×P	P—Q 4	

1.	2.	3.	4.	5.
6.	**6.**		**6.**	**6.**
B—K 2	B—Q 3 (*c*)		Kt—QB 3	P—QB 4
7. Castles	**7.** Castles		**7.** Castles	P—B 4
Castles	Castles		B—K 2	P—KB 4? (*g*)
8. R—K sq (*a*)	**8.** P—B 4		**8.** P—QB 4 (*e*)	**8.** Castles
Kt—KB 3	B—K 3		Kt—KB 3	P×BP
9. B—KB 4—	**9.** Q—B 2—	**9.**	**9.** P—KR 3?(*f*)	**9.** B×P
Kt—B 3— (*b*)	Kt—KB 3—	P—KB 4	B—K 3	Kt—QB 3
		10. Q—Kt 3	**10.** Q—Kt 3	**10.** P—Q 5
		P×P	P×P	Kt—R 4
		11. Q×KtP	**11.** B×P!+	**11.** Kt—B 3
		P—QB 3? (*d*)		Kt×B
		12. B×Kt		**12.** Q—R 4 ch
		BP×B		B—Q 2
		13. Kt—Kt 5		**13.** Q×Kt+
		B—B 4		
		14. QKt—QB 3		
		Q—Q 2		
		15. Q×Q		
		Kt×Q		
		16. KKt×KP		
		B—QB 2		
		17. R—K sq+		

(*a*) In Table X., col. 1, 8. P—QB 4 9. P×P— If 9. Kt—B 3—; for if 9. ——— 10. P×P
Kt—KB 3 — P×P!— B—KKt 5? Kt×P
11. B—K 4! 12. P×Kt 13. P—KR 3+ (Schallopp *v.* Mieses). Rosenthal and
Kt×Kt P—QB 3
Mason prefer 8. R—K sq to 8. P—QB 4 as in Table X., col. 1; but as both continuations lead to an even game, either move may be safely played.

(*b*) Tarrasch *v.* Mason. White's position is slightly preferable.

(*c*) A move also preferred by Mason and recommended by Wormald, but condemned by other eminent authorities as inferior to B—K 2 on account of its leaving the QP unprotected, and also because after 6. B—K 2 7. Castles 8. P—QB 4 9. Q—B 2
Castles B—K 3 P—KB 4
10. Q—Kt 3 Black may play 10. QKt—B 3 which he could not do if the B were at Q 3, on account of 11. P—QB 5

(*d*) A weak move, given by Wormald. In Table XI., col. 4, the better continuation 11. QKt—B 3 is given.

(*e*) *Handbuch.* The stronger move R—K sq is given in Table XI., col. 1.

(*f*) Given by the *Handbuch*, but weak and condemned by Steinitz and Ranken. 9. B—K 3 is preferable.

(*g*) If Kt—QB 3 8. Castles &c. For 7. P×QP see Table XII., col. 3.

SUPPLEMENTARY TABLE VIII. (*see* TABLE XIV., col. 1, p. 17).

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. Kt—B 3	5. QP×Kt
P—K 4	Kt—KB 3	Kt×P	Kt×Kt	

1.	2.	3.	4.	5.
5. B—K 2 (*a*)	**5.** P—KB 3			
6. Kt×P — Castles —(*b*)	**6.** Castles			
	7. R—K sq ! P—B 3 ?			
	8. R×P ! (*c*) P×R			
	9. B—KKt 5 Q—B 4 !			
	10. Q—K 2 P—Q 4 !			
	11. Kt×P B—K 3			
	12. Kt—Kt 6 K—Q 2			
	13. R—K sq ! (*d*) P×Kt			**13.** P—QKt 4 ?(*e*) Q—Q 3 !
	14. Q×B ch ! K—B 2			**14.** B—KB 4 P×Kt
15. B—B 4 ch B—Q 3	**15.** K—Kt 3	**15.** Q—Q 3	**15.** B×Q B×B	**15.** B×Q B×B
16. P—QKt 4 Q×B	**16.** Q—B 8 Q×B	**16.** B×Q ch B×B	**16.** R—K sq R—K sq ! + (*f*)	**16.** R—K sq
17. Q×B ch K—Kt 3	**17.** B×Kt wins	**17.** Q×KtP wins		
18. Q—B 7 ch wins				

(*a*) An important defence, omitted in Table XIV.

(*b*) Followed by P—Q 3, and, on the retreat of Kt, by P—QB 3 and P—Q 4. The same variation occurs also in the Berlin defence to the King's Bishop's opening. Black has a valid defence.

(*c*) Steinitz is in error when he declares that this attack is not lasting enough for such a heavy sacrifice, and Mr. Pierce may fairly be credited with one of the most brilliant theoretical discoveries on record.

(*d*) Steinitz rightly gives this as White's best *chance* of maintaining the attack. Cols. 2, 3, and 4, from *British Chess Magazine*, August 1890, p. 327.

(*e*) We have to acknowledge ourselves in error in giving this as best in Table XIV., col. 1.

(*f*) If now 17. B—Q 3 B—KB 2 18. Q—Kt 4 ch ; K—B 2 + for if 19. R×R B×R 20. B×P Kt—Q 2 ! 21. B×B R×B.
22. P—KB 4 followed by R—K 2 and Kt—B 3 + Kt—K 5 +

GAME ILLUSTRATIVE OF PETROFF'S DEFENCE.

(Played in the New York International Tournament.)

	White (Gunsberg).	Black (Weiss).
1.	P—K 4	P—K 4
2.	Kt—KB 3	Kt—KB 3
3.	Kt×P (*a*)	P—Q 3
4.	Kt—KB 3	Kt×P
5.	P—Q 4	P—Q 4
6.	B—Q 3	Kt—QB 3
7.	Castles	B—K 2
8.	R—K sq (*b*)	B—KKt 5
9.	P—B 3	P—B 4
10.	QKt—Q 2 (*c*)	Castles
11.	Q—Kt 3	K—R sq (*d*)
12.	Q×KtP	R—B 3
13.	Q—Kt 3	R—Kt sq
14.	Q—B 2	R—KKt 3
15.	P—QKt 3 (*e*)	B—Q 3
16.	B—K 2	B—KR 6
17.	B—B sq	Q—B 3
18.	P—Kt 3 (*f*)	B×B
19.	K×B	R—K B sq
20.	Kt×Kt (*g*)	BP×Kt
21.	Kt—R 4	R×P (*h*)
22.	P×R	B×P
23.	K—Kt 2 (*i*)	B×Kt
24.	B—K 3	Q—B 6 ch
25.	K—R 2	B—K 2
26.	K—Kt sq	R—B 3
27.	K—B sq	Q—Kt 5 (*j*)
28.	Q—Q sq	R—B 6
29.	QR—B sq	Q—R 6 ch (*k*)
30.	Resigns	

ABRIDGED NOTES BY MR. STEINITZ.

(From the *International Chess Magazine*.)

(*a*) We hold 3. P—Q 4 to be far superior.

(*b*) Certainly better than 8. P—B 4 which is recommended by authorities and usually adopted by practitioners.

(*c*) Q—Kt 3 at once was stronger.

(*d*) The sacrifice of the P, though successful, is not sound, we believe. P—QKt 3 was the correct play; for if then White took the Kt with either piece, Black could first answer Kt—R 4 before recapturing.

(*e*) Useless. B—K 2 followed by Kt—B sq would have been the play with a P ahead.

(*f*) Compromising. He could still obtain a good game by 18. R—K 3 for if 18. P—B 5; 19. Kt×Kt P×Kt 20. B—KB 4 B—Q 3 and should Black take the R, White will recover the exchange with two pawns ahead.

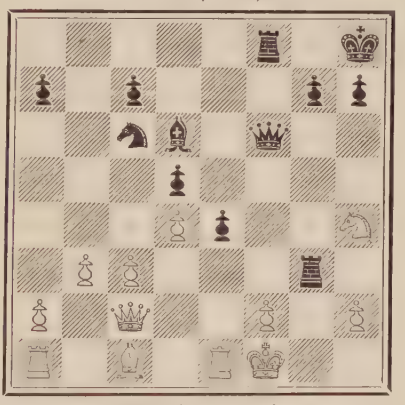
(*g*) A gross error of judgment.

(*h*) A most beautiful master-stroke. (*See* Diagram.)

(*i*) If 23. Kt—Kt 2 B×P wins.

Position after Black's 21st Move.

Black (Weiss).



White (Gunsberg).

(*j*) A powerful move which denotes the highest order of genius.

(*k*) The termination is wonderfully fine, and leaves White no resource. If 30. K—K 2 R×B ch and mates next move. If 30. K—Kt sq (B—Q 3 threatening mate in five moves by B—R 7 ch followed by B—Kt 6, Q—R 7 ch and R×P ch) 31. Q—B 2 R—B 3 wins. This also is a finer game than the one won by Gunsberg of Mason, to which the special prize was awarded in the first round of the New York Tourney. Thus the New York Committee were guilty of a double-barrelled blunder in their award.

THE SCOTCH GAMBIT.

SUPPLEMENTARY TABLE IX. (*see* TABLE XXXIV., p. 40, col. 1, note (*a*); TABLE XXXVII., col. 1, note (*a*); TABLE XXXVIII., col. 3, p. 44; and TABLE XXVIII., p. 34, cols. 1 and 4).

1. P—K 4	**2.** Kt—KB 3	**3.** P—Q 4
P—K 4	Kt—QB 3	P×P

1.	2.	3.	4.	5.
4. Kt×P		**4.** B—B 4	**4.**	**4.** Kt×P
Kt—B 3		B—B 4	B—Kt 5 ch	B—B 4
5. QKt—B 3	**5.** Kt×Kt	**5.** Castles	**5.** P—B 3	**5.** B—K 3
B—Kt 5	KtP×Kt	P—Q 3	P×P	Q—K 2
6. Kt×Kt!	**6.** B—Q 3!	**6.** P—B 3	**6.** Castles	**6.** Kt—QB 3
KtP×Kt	P—Q 4	P×P (*d*)	Q—B 3!	B×Kt
7. Q—Q 4	**7.** P×P!	**7.** Q—Kt 3	**7.** P—K 5	**7.** B×B
Q—K 2	P×P	Q—Q 2!+	P×P	Kt—B 3
8. P—B 3	**8.** B—Kt 5 ch		**8.** P×Q	**8.** Q—Q 3
P—B 4	B—Q 2		P×R Queens	Kt×B
9. Q—B 2	**9.** B×B ch		**9.** Q—K 2 ch	**9.** Q×Kt—
Castles	Q×B		B—K 2!	P—Q 3—
10. B—Q 2	**10.** Castles		**10.** B—Kt 2	
P—Q 4	B—K 2		Q×B	
11. Castles QR	**11.** Kt—Q 2		**11.** Q×Q	
P—Q 5	Castles KR		Kt×P+ (*e*)	
12. Kt—Kt sq	**12.** Kt—Kt 3 (*c*)			
B×B ch				
13. Kt×B (*a*)				
B—K 3				
14. Kt—B 4!+ (*b*)				

(*a*) Here Berger prefers Black; but Wayte agrees with Steinitz in preferring White, on account probably of the continuation given above by Wayte.

(*b*) Stronger than 14. B—B 4, the weaker continuation given by the *Handbuch*.

(*c*) In Table XXXIV., col. 4, the game is dismissed in favour of White on account of his Pawn position, following Steinitz's *Modern Chess Instructor*. Wayte, however, differs, and suggests 12. QR—Kt sq as satisfactory for Black. We think White's superiority, if any, very slight. The game may now continue 13. B—K 3, P—B 3 &c.

(*d*) Steinitz says the P may be safely taken.

(*e*) Wayte.

N.B.—In Table XXVIII., col. 1, p. 34, the continuation 8. B×Kt 9. P×B P—Q 4 10. Kt—QB 3! is omitted. Col. 4, same Table, continued: 16. P—KR 3 B—B 4 17. Kt—R 3 QR—B sq 18. B—B 4! R—K 6 19. Q—Q 2 Q—Kt 6 wins. *Handbuch* gives 16. Q—Q 2 B—Kt 5 ch 17. K—B 2! QR—B sq ch 18. K—Kt 2! B—K 7! 19. P—Q 6! R—K 6 20. P—Q 7 Q—B 3 ch 21. Kt—B 3 KR×Kt 22. P×R Q checks 23. R×Q dis ch K—Kt sq 24. B×B P—QR 3 25. R×B Q×R ch 26. K—Kt 2 R—Q 6+

THE RUY LOPEZ.

SUPPLEMENTARY TABLE X. (*see* TABLES XL. and XLIII., cols. 3 and 1 respectively; variations of White's 7th move in each column; and TABLE XLII., col. 2).

1. P—K 4	**2.** Kt—KB 3	**3.** B—Kt 5
P—K 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4	5.
4. Castles		**4.** P—Q 4	**4.** P—Q 3	**4.**
Kt×P		P×P	P—Q 3	Kt—K 2
5. P—Q 4 !		**5.** P—K 5	**5.** P—B 3	**5.** Kt—B 3 (*c*)
B—K 2 *		Kt—K 5	P—KKt 3	Kt—Kt 3
6. P—Q 5 ?		**6.** Castles	**6.** P—Q 4	**6.** Castles
Kt—Q 3		B—K 2	B—Q 2	B—K 2
7. Kt—B 3 (*a*)		**7.** R—K sq	**7.** QKt—Q 2	**7.** P—Q 4
P—K 5 !		Kt—B 4	B—Kt 2	P×P
8. P×Kt		**8.** Kt×P—	**8.** P×P	**8.** Q×P
QP×P		Kt×Kt ! — (*b*)	QKt×P	Castles !
9. B—K 2	**9.** B×P ch		**9.** Kt×Kt	**9.** P—K 5
P×Kt+	K×B+		P×Kt	Kt—K sq
			10. Q—K 2	**10.** Kt—Q 5
			Castles	P—QB 3
			11. P—KB 3 —	**11.** Kt×B ch
			—	Q×Kt
				12. B—Kt 5 —
				Q—K 3 ! —

* If 5. P—QR 3 6. B—R 4 P—QKt 4 7. B—Kt 3 P—Q 4 8. P×P B—K 3 9. P—B 3 B—K 2 see Table LV., col. 3, p. 64. The *Handbuch* gives, in this variation, for Black 9. B—QB 4 10. B—B 2 Castles 11. Q—K 2 B—KB 4 and declares the game equal.

(*a*) In Table XL., col. 3, p. 48, only the continuation 7. P×Kt is given.

(*b*) Advised by Steinitz. If 8. Castles ? 9. Kt—B 5 P—Q 4 10. B×Kt P×B (If 10. B×Kt 11. B×QP B×P 12. B×P ch+) 11. Kt×B ch Q×Kt 12. B—K 3+

(*c*) If 5. Kt×P ? followed by P—B 3 Q—R 4 ch wins.

SUPPLEMENTARY TABLE XI.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—Kt 5

1.	2.	3.	4.	5.
3.		**3.**		**3.**
P—QR 3		Kt—B 3		B—B 4
4. B—R 4		**4.** Castles		**4.** P—B 3
KKt—K 2 *		Kt×P		Q—K 2
5. P—Q 4		**5.** P—Q 4		**5.** Castles
P×P		Kt—Q 3		P—KB 3
6. Kt×P		**6.** B×Kt (*e*)		**6.** P—Q 4
Kt×Kt		KtP×B		B—Kt 3
7. Q×Kt		**7.** P×P		**7.** P—QR 4 !
P—QKt 4		Kt—Kt 2		P—QR 3
8. B—Kt 3		**8.** R—K sq		**8.** B—QB 4
P—Q 3 (*a*)		B—K 2		Kt—Q sq
9. P—QB 3 (*b*)	**9.**	**9.** Kt—Q 4		**9.** P—R 5
B—K 3	P—QB 4	Castles		B—R 2
10. Castles	**10.** Q—Q sq	**10.** Kt—QB 3		**10.** Q—Kt 3
P—QB 4	B—Kt 2	Kt—B 4		P×P ?
11. Q—Q sq+ (*c*)	**11.** Castles	**11.** B—K 3	**11.**	**11.** B×Kt wins (*f*)
	Q—Q 2	Kt—K 3	B—Kt 2	
	12. R—K sq	**12.** Q—K 2	or	
	P—B 5	Kt×Kt	**11.**	
	13. B—B 2	**13.** B×Kt	Q—K sq	
	Kt—Kt 3	P—Q 4	**12.** Kt—B 5+	
	14. Kt—Q 2	**14.** P×P *en pass.*		
	B—K 2	B×P		
	15. Kt—B sq	**15.** B—K 5+		
	Castles KR	or		
	16. Q—R 5+ (*d*)	**15.** QR—Q sq+		

* Recommended by Steinitz, but condemned by all other authorities.

(*a*) Although this threatens to win a piece, Black's QP is left weak, as pointed out by Bardeleben and Gottschall.

(*b*) 9. P—QB 4 is perhaps stronger; for if 9. P—QB 4 10. Q—Q 3 &c.; or if 9. B—K 3 10. Castles followed by P—B 4 appears to yield White the advantage. Mr. Locock played 9. P—QB 4 successfully, in the Manchester Tourney, against the author, who could find no satisfactory defence.

(*c*) Berger *v.* Gossip (Breslau Tourney). The game terminated in a draw; but we greatly prefer White; for if now 11. P—B 5 12. B—B 2 13. P—B 4 &c. Berger played here 13. B—K 3 After 13. P—B 4 13. Kt—Kt 3 seems compulsory. If then 14. R—K sq, P—B 4 Black has a very difficult game.

(*d*) Continued 16. QR—K sq 17. Kt—Kt 3 B—Q sq 18. Kt—B 5 P—B 3 19. P—QR 4+

(*e*) See Table XLI., col. 1, where this continuation is omitted.

(*f*) See Table L., p. 59, col. 2, where the weak move 11. P×P is given. Mr. Wayte points out this oversight of Steinitz in the *Modern Chess Instructor*—also overlooked by ourselves.

N.B.—Or, in col. 1, 5. P—B 3 (Wayte) P—Q 4 ! Again, in col. 1, if 7. Kt—B 3 (if 5. P—Q 3 6. P—Q 4 &c.) in lieu of 5. P—Q 4 P×P &c. 8. B×Kt ! + In col. 3, 8. Q—K 2 may also be played.

SUPPLEMENTARY TABLE XII. (*see* TABLE XLV., p. 53).

	1. P—K 4 P—K 4	2. Kt—KB 3 Kt—QB 3	3. B—Kt 5 P—QR 3	
	1.	2.	3.	4.	5.
4.	B—R 4 Kt—B 3				
5.	Castles Kt×P			5. B—K 2 (*h*)	
6.	P—Q 4 P—QKt 4			6. P—Q 4 P×P	
7.	B—Kt 3 P—Q 4			7. P—K 5 Kt—K 5	
8.	P×P Kt—K 2 (*a*)			8. R—K sq Kt—B 4	8. Kt×P (*j*) Kt×Kt
9.	Kt—Kt 5* Kt—QB 4 !	9. Kt×Kt		9. B×Kt QP×B	9. Q×Kt— Kt—QB 4—
10.	Q—B 3 (*b*) B—K 3	10. B×Kt B—Kt 2? (*c*)	10. P—QB 3 !	10. Kt×P Castles	
11.	Kt—B 3 Kt×B	11. P—QB 3 ! Q—Q 2	11. P—QR 4 ! (*e*) B—Kt 2 ?	11. Kt—QB 3 Kt—K 3	
12.	RP×Kt Kt—Kt 3	12. B—B 2 ! Kt—Kt 3 !	12. P—QB 3 Q—B 2	12. Kt—B 5 P—B 3	
13.	R—K sq B—K 2	13. R—K sq B—B 4 (*d*)	13. R—K sq ! (*f*) Kt—Kt 3 (*g*)	13. Kt×B ch Q×Kt	
14.	Q—R 5— Q—Q 2—	14. Kt—Q 2 ! Castles KR	14. B—B 2 B—B 4	14. Q—K 2 P×P	
		15. Kt—Kt 3 B—Kt 3	15. Kt—Q 2+	15. Q×P Q—B 2	
		16. Kt—Q 4+		16. B—K 3 B—Q 2	
				17. QR—Q sq QR—K sq	
				18. Kt—K 2— (*i*)	

(*a*) Herr Csank, in opposition to Steinitz, prefers 8. B—K 3

* N.B. If 9. R—K sq Kt—QB 4 ! Curiously enough, Herr Csank, in his analysis of this opening in the *Chess Monthly*, Vol. VII., p. 149, makes the same mistake as Herr Steinitz, referred to in note (*d*), col. 4, p. 53, in suggesting 9. P—QB 3 in answer to 9. R—K sq

(*b*) This continuation is not given in Table XLV., col. 1.

(*c*) In Table XLV., col. 2, the better continuation 10. P—QB 3 is given. The *Chess Monthly* however, suggests 10. B—K 3 here, and if then 11. P—B 3 Q—Q 2 &c.

(*d*) If 13. B—K 2 14. B×B Q×B (if 14. Kt×B 15. Kt—Q 2 Castles QR 16. Kt—Kt 3+) 15. Kt—Q 2 Castles QR 16. Kt—Kt 3+

(*e*) The *Handbuch* gives the weak continuation 11. P—QB 3

(*f*) Again the *Handbuch* gives the weak move 13. B—KB 4

(*g*) If 13. P—R 3 14. B—R 4 Kt—Kt 3 15. B—Kt 3+

(*h*) This important defence is omitted from preceding Tables.

(*i*) *Sechste Kongress des Deutschen Schachbundes*, Breslau, 1889, p. 166 (Gossip *v.* Bardeleben). The game resulted in a draw—the legitimate outcome of this form of the *Ruy Lopez*.

(*j*) Or 8. B×Kt QP×B 9. Q×P B—KB 4 10. QKt—B 3 B—QB 4 11. Q×Q— R×Q—

SUPPLEMENTARY TABLE XIII. (*see* TABLE XLV., col. 1).

1. P—K 4	**2.** Kt—KB 3	**3.** B—Kt 5	**4.** B—R 4
P—K 4	Kt—QB 3	P—QR 3	Kt—B 3*

1.	2.	3.	4.	5.
5. Q—K 2				
P—QKt 4				
6. B—Kt 3			**6.**	
B—Kt 2 !			B—B 4 ? (*f*)	
7. Kt—QB 3	**7.** Castles	**7.** Kt—Kt 5	**7.** P—B 3	**7.** P—Q 3 (*g*)
B—B 4	B—B 4	Kt—Q 5	Castles	P—Q 3
8. P—Q 3	**8.** Kt—B 3	**8.** B×P ch (*e*)	**8.** P—Q 3	**8.** B—Kt 5
Castles (*a*)	P—Q 3	K—K 2	P—Q 3	P—R 3
9. B—KKt 5	**9.** P—Q 3	**9.** Q—Q sq	**9.** B—Kt 5	**9.** B×Kt
P—KR 3	Castles	P—KR 3 wins	B—K 3	Q×B
10. B—KR 4	**10.** B—K 3		**10.** QKt—Q 2—	**10.** Kt—B 3
Kt—Q 5	Kt—Q 5+		—	Castles
11. Kt×Kt				**11.** Kt—Q 5
P×Kt				Q—Q sq
12. Kt—Kt sq ! (*b*)				**12.** P—KR 3
B—K 2				Kt—K 2
13. Castles				**13.** Kt—R 4—
P—Q 4				—
14. B×Kt (*c*)				
B×B				
15. P—K 5				
B—K 2				
16. P—KB 4				
P—QB 4				
17. P—QR 3				
Q—Q 2+ (*d*)				

* If 4. P—QKt 4? 5. B—Kt 3 B—Kt 2 6. Castles (if 5. Kt—B 3) 6. P—Q 4 P×P (if 6. P—Q 3) 7. P—Q 5 QKt—K 2 8. P—B 3 Q—B 3 9. P—K 5 Kt×P 8. P—QR 4+ 7. Castles (if 7. B—B 4) 7. Kt—B 3 8. P—K 5 Kt—K 5 9. P—B 3 10. Kt×Kt Q×Kt 11. R—K sq B—K 5 12. P×P KB×P 13. Kt—Q 2 P—KB 4 14. Kt—B 3+

(*a*) Or 8. P—KR 3+

(*b*) If 12. Kt—Q 5 B×Kt 13. B×B P—QB 3 14. B—Kt 3 B—Kt 5 ch+

(*c*) If 14. P×P Kt×P 15. B×Kt Q×B wins.

(*d*) Continued 18. Kt—Q 2 QR—K sq 19. Q—R 5 P—KB 3 20. Kt—B 3 P—QB 5 ! 21. B—R 2 P×KP 22. P or Kt×P Q—B 4+

(*e*) If 8. Kt×BP Q—K 2 9. Q—Q 3 Kt×B 10. Kt×R Kt×K 11. Kt—B 3 P—Kt 3 wins ; or if 8. Q—Q 3 Kt×B 9. Q×Kt P—Q 4+

(*f*) If 6. B—K 2? 7. P—QR 4 R—QKt sq 8. P×P P×P 9. Kt—QB 3 ! P—Kt 5 10. Kt—Q 5 Castles 11. P—Q 3 P—Q 3 12. P—KR 3+

(*g*) Or 7. P—QR 4 QR—Kt sq 8. P×P P×P 9. Kt—B 3 P—Kt 5 10. Kt—Q 5 Castles 11. Castles— P—Q 3—

SUPPLEMENTARY TABLE XIV. (*see* TABLE XLV., col. 1).

1. P—K 4	2. Kt—KB 3	3. B—Kt 5	4. B—R 4
P—K 4	Kt—QB 3	P—QR 3	Kt—B 3

1.	2.	3.	4.	5.
5. P—Q 3		**5.**		
P—Q 3 !		B—B 4 (*c*)		
6. P—B 3	**6.** B×Kt ch	**6.** P—B 3		
B—K 2	P×B	P—QKt 4		
7. QKt—Q 2 (*a*)	**7.** P—KR 3	**7.** B—Kt 3		
Castles	P—KKt 3 (*b*)	P—Q 4		
8. Kt—B sq	**8.** Kt—B 3 —	**8.** P×P		
Kt—Q 2	P—QB 4 !—	Kt×P		
9. B—K 3		**9.** Kt×P		
P—B 4		B×P ch (*d*)		
10. P×P		**10.** K×B		
R×P		Kt×Kt		
11. B—Kt 3 ch		**11.** R—K sq		
K—R sq		Q—B 3 ch		
12. P—KR 4		**12.** Q—B 3		**12.** K—Kt sq
Q—K sq		Castles		Kt—K 2
13. Kt—Kt 5		**13.** R×Kt wins	**13.** Q×Q ? (*e*)	**13.** Q—K 2
Kt—B 4			Kt×Q +	Kt—Kt 5
14. B×Kt !—				**14.** P—KR 3
—				Kt—R 3
				15. B×Kt
				P×B
				16. R—K B sq
				B—B 4
				17. R×B
				Q×R
				18. Kt—Q 2 +

(*a*) Or 7. P—KR 3 (Steinitz).

(*b*) If 7. B—K 2 8. Kt—B 3 Castles 9. Castles P—B 4 10. Kt—R 2 B—Kt 2 11. Q—K 2 Kt—Q 2 12. P—B 4 P×P 13. B×P KB—B 3 14. Q—Q 2 Kt—K 4 15. B×Kt B×B 16. Kt—B 3 P—B 3 17. Kt×B BP×Kt 18. R×R ch— Q×R—

(*c*) If 5. P—QKt 4 6. B—Kt 3 — P—Q 3 or 4—

(*d*) Cook (*Synopsis*, p. 13) blunders here. He says by 9. Kt×Kt 10. P—Q 4 B—KKt 5 11. Q—Q 2 Kt—QB 5 Black wins a piece, overlooking 12. B×Kt which gives White the advantage.

(*e*) This bad move is given by the *Handbuch*, which also blunders here into a quagmire.

SUPPLEMENTARY TABLE XV. (*see* TABLE XLVI., col. 3, p. 54; also foot-note (*b*)).

	1. P—K 4 / P—K 4	2. Kt—KB 3 / Kt—QB 3	3. B—Kt 5 / P—QR 3	

1.	2.	3.	4.	5.
4. B—R 4 / Kt—B 3				
5. P—Q 3 / P—Q 3		**5.** Castles / Kt×P		
6. P—B 3 / P—KKt 3 *		**6.** P—Q 4 / P—QKt 4		
7. QKt—Q 2 / B—Kt 2	**7.** P—Q 4 / P—QKt 4	**7.** Kt×P / Kt×Kt		
8. Kt—B sq / Castles	**8.** B—Kt 3 / QB—Kt 2	**8.** P×Kt / P—Q 4 (*a*)	**8.** / B—B 4	
9. Kt—Kt 3 / P—QKt 4	**9.** P—QR 4 / B—Kt 2	**9.** P×P *en pass.* / B×P! (*b*)	**9.** Q—Q 5 / Q—R 5	**9.** B—Kt 3 / Castles
10. B—B 2 / P—Q 4	**10.** Castles! — / —		**10.** P—KKt 3 (*c*) / Kt×KtP (*d*)	**10.** B—Q 5 (*h*) / Q—R 5
11. Castles / P—R 3			**11.** RP×Kt (*e*) / Q×P ch	**11.** B×R / B×P ch
12. B—Q 2 / B—K 3			**12.** K—R sq (*f*) / B×P	**12.** R×B / Q×R ch
13. P—QR 4! / Q—Q 3			**13.** R×B (*g*) / Q×R	**13.** K—R sq / P—Q 4!
14. Q—B sq! / K—R 2			**14.** Q×R / Castles +	**14.** B×P / R—Q sq +
15. Kt×P / Kt×Kt				
16. P—Q 4 / Kt×P				
17. P×Kt / Kt×Kt				
18. P×Q / Kt—K 7 ch				
19. K—R sq — / Kt×Q —				

* Compare with col. 3, Table XLVI., p. 54, and with col. 2 in same Table. Col. 1 continued: 20. P×P / Kt—K 7 21. B—Q 3! / Kt×P 22. P×Kt / P×P 23. R×P / B—K 4 24. R×P — / B×P (B 7)— In col. 2 in this Table 8. B—B 2 is best.

(*a*) Recommended by the *Deutsche Schachzeitung*, and declared best by Professor Wayte. Steinitz gives 8. Kt—B 4 which Wayte considers inferior.

(*b*) And he also recommends this in preference to 9. Kt×QP given by Steinitz.

(*c*) If 10. Q×R / B×P ch wins.

(*d*) 10. P—QB 3 is also good.

(*e*) If 11. Q×R / Kt×R 12. Q×B ch / K—K 2 wins.

(*f*) If 12. Q—Kt 2 / Q×Q ch 13. K×Q / P×B +

(*g*) If 13. Q—Kt 2 / Q—R 5 ch 14. Q—R 2 / B—Kt 2 ch wins.

(*h*) If 10. Q—Q 5 / B—Kt 2! 11. Q—Q 3! / 13. R×Kt / B×R ch 14. K×B / Q—B 4 ch + (if 11. Q×B / P—QB 3 &c.) 11. Q—K 2 12. B—Q 5 / Kt×P (*Schachzeitung*, 6 June 1890, p. 177).

SUPPLEMENTARY TABLE XVI. (*see* TABLE LVII., p. 66, cols. 1, 3, and 5).

1.	2.	3.
P—K 4	Kt—KB 3	B—Kt 5
P—K 4	Kt—QB 3	P—Q 3

	1.	2.	3.	4.	5.
4.	P—B 3	B×Kt ch	P—Q 4		
	B—Q 2	P×B	B—Q 2		P×P
5.	P—Q 3 (*a*)	P—Q 4	Castles	P—B 3	Kt×P *
	P—KKt 3	P—KB 4 (*b*)	P×P (*d*)	Kt—B 3	B—Q 2
6.	QKt—Q 2	P×KP	Kt×P	Q—K 2	QKt—B 3
	B—Kt 2	BP×P	P—KKt 3	B—K 2	Kt—B 3
7.	Kt—B sq	Kt—Kt 5	Kt×Kt	QKt—Q 2	Castles
	P—B 4	P—Q 4	P×Kt	Castles	B—K 2
8.	P×P !	P—K 6	B—QB 4 (*e*)	B×Kt	P—QKt 3
	P×P	Kt—R 3	B—Kt 2	B×B	Castles
9.	P—Q 4	Castles	Q—B 3	P×P	B—Kt 2 —
	P—K 5	Q—B 3	Kt—B 3	Kt—Q 2	R—K sq —
10.	Kt—Kt 5	P—QB 4	QKt—B 3 !+	P×P	
	Kt—B 3	B×KP		B×P	
11.	P—Q 5	Kt—QB 3		Kt—Q 4	
	Kt—K 4	QR—Q sq		R—K sq	
12.	Kt—K 6+	Q—R 4		P—B 3 !—	
		B—Q 2		—	
13.		P×P			
		P×P			
14.		Q—R 5			
		P—B 3			
15.		KKt×KP			
		P×Kt			
16.		B—Kt 5			
		B—QKt 5			
17.		Q×B+ (*c*)			

(*a*) Or 5. Castles — KKt—K 2 — 6. P—Q 4 — Kt—Kt 3 (Gunsberg *v.* Steinitz). White must not now play 7. P—Q 5? on account of its weakening his Queen's flank.

(*b*) If 5. P×P — 6. Q×P — P—QB 4 — 7. Q—Q 3+

(*c*) Continued: 17. Q×B — 18. Kt×P — P—B 4 — 19. Q—B 4 — Q—K 4 — 20. KR—K sq — K—B sq — 21. Kt×P — Q—B 3 — 22. QR—Q sq — B—B sq — 23. Q—QKt 4+ (Anderssen *v.* Suhle).

(*d*) If 5. Kt—B 3? — 6. Kt—B 3 — B—K 2 — 7. P—Q 5+

(*e*) If 8. Q—Q 4 — Q—B 3 !

* In Table LVII., col. 4, only the continuation 5. Q×P is given. Either move appears equally good.

Col. 5. Followed by 5. B—KB sq — or 5. Kt—K sq — 6. Kt—Q 5 — Kt×Kt — 7. B×B — Q×B ! — 8. Q×Kt — B—Q sq — 9. QR—Q sq — Q—K 3 ! — 10. Q—Q 3 — P—KB 4 !— (Tarrasch *v.* Blackburne).

SUPPLEMENTARY TABLE XVII.

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—Kt 5 / B—B 4

1.	2.	3.	4.	5.
4. P—B 3 (*a*) / KKt—K 2	**4.** ——— / Q—B 3	**4.** ——— / Q—K 2	**4.** ——— / P—KB 4	**4.** ——— / Kt—KB 3 (*j*)
5. Castles / Castles (*b*)	**5.** Castles (*f*) / KKt—K 2	**5.** Castles / P—KB 3	**5.** B×Kt / QP×B	**5.** P—Q 4 / P×P
6. P—Q 4 / P×P	**6.** P—Q 4 / P×P	**6.** P—Q 4 / B—Kt 3	**6.** Kt×KP / B—Q 3 (*i*)	**6.** P—K 5 / Kt—K 5
7. P×P / B—Kt 3	**7.** B—KKt 5 / Q—Kt 3	**7.** Kt—QR 3 (*g*) / Kt—Q sq ! (*h*)	**7.** Q—R 5 ch / P—Kt 3	**7.** Castles / P—Q 4
8. P—Q 5 / Kt—Kt sq	**8.** B×KKt / Kt×B	**8.** Kt—QB 4 / Kt—KB 2	**8.** Kt×KtP / Kt—B 3	**8.** P×P *en pass.* / KKt×QP
9. P—Q 6 / P×P (*c*)	**9.** P×P / B—Kt 3	**9.** Kt—K 3 / P—QB 3	**9.** Q—R 4 / R—KKt sq	**9.** B—KKt 5 / P—B 3
10. Q×P ! (*d*) / B—B 2	**10.** Kt—QB 3 / Castles	**10.** Kt—B 5 / Q—KB sq	**10.** P—K 5 / R×Kt	**10.** B×Kt ch / P×B
11. Q—QR 3 (*e*) / P—Q 4	**11.** B—Q 3+	**11.** B—Q 3+	**11.** P×Kt / Q×P	**11.** R—K sq ch+
12. R—Q sq+			**12.** Q×Q / R×Q	
			13. P—Q 3+	

(*a*) Or 4. Castles / Kt—Q 5 / 10. Q—Kt 4+ — 5. Kt×Kt / B×Kt — 6. P—QB 3 / B—Kt 3 — 7. P—Q 4 / P—QB 3 — 8. B—R 4 / Kt—B 3 — 9. P×P / Kt×P

(*b*) If 5. ——— / P—QR 3 — 6. B—R 4 / Castles — 7. P—Q 4 / P×P — 8. P×P / B—Kt 3 — 9. P—Q 5+

(*c*) If 9. ——— / Kt—Kt 3 — 10. P×P / B or Q×P — 11. Kt—QB 3+

(*d*) If 10. B—KB 4 ?— / P—Q 4 — Wormald erroneously prefers 10. B—KB 4

(*e*) If 11. Q—Q 3 ?— / P—Q 4 — After 11. Q—R 3 / P—Q 4 — 12. R—Q sq, in col. 1, Wormald observes (*Chess Openings*, p. 36) that Black can now play 12. ——— / B—Q 3 without disadvantage; but he is utterly wrong; for if 12. ——— / B—Q 3 — 13. Q—R 4 / P×P — (if 13. ——— / B—K 3 — 14. Kt—QB 3+) — 14. B—KB 4 / P×Kt — 15. R×B / Q—B 2 — 16. Kt—QB 3 and White has a terrible attack.

(*f*) Or 5. P—Q 4 / P×P — 6. P—K 5 / Q—Kt 3 — 7. P×P+

(*g*) Löwenthal advises 7. P—QKt 3 followed by 8. B—R 3; whilst Max Lange recommends 7. P—Q 5 followed by 8. Kt—KR 4

(*h*) Wormald gives 7. ——— / P—Q 3 here, which simply loses a piece by 8. P—Q 5

(*i*) Wormald, in his *Chess Openings*, again blunders, by giving 6. ——— / Kt—KB 3 or 6. ——— / Q—K 2 here. Both moves are bad on account of 7. P—Q 4 which wins a pawn and the game. But if 6. ——— / Q—R 5 — 7. Castles / P×P — 8. Q—Kt 3 / Q—K 2 — 9. P—Q 4 / B—Kt 3 — 10. B—KB 4 / Kt—KB 3 — 11. Kt—Q 2 / Q—K 3 — 12. QR—K sq / Q×Q — 13. RP×Q / B—KB 4 — 14. P—KB 3+

(*j*) If 4. ——— / P—Q 3 — 5. P—Q 4 / P×P — 6. P×P / B—Kt 5 ch — 7. K—K 2 / P—Q 4 — 8. Q—R 4 / P×KP — 9. B×Kt ch / P×B — 10. Q×P ch wins.

SUPPLEMENTARY TABLE XVIII.

1.	2.	3.	4.
P—K 4	Kt—KB 3	B—Kt 5	B—R 4
P—K 4	Kt—QB 3	P—QR 3	

1.	2.	3.	4.	5.
4.			**4.**	**4.**
B—QB 4			B—K 2	P—QKt 4
5. P—B 3	**5.** Kt×P (*a*)		**5.** P—Q 4	**5.** B—Kt 3
P—QKt 4	Q—R 5 (*b*)		P×P	Kt—B 3
6. B—Kt 3	**6.** Kt—Q 3	**6.** Castles	**6.** Castles	**6.** Castles —
P—Q 3	Q×KP ch	Kt×Kt	Kt—B 3	B—K 2—
7. P—Q 4	**7.** Q—K 2	**7.** P—Q 4	**7.** P—K 5 —	
P×QP	Q×Q ch	Kt—Kt 5	Kt—K 5—	
8. P×P —	**8.** K×Q —	**8.** P—KR 3		
B—Kt 3—	Kt—Q 5 ch—	B—R 2		
		9. P×Kt		
		P—KKt 4		
		10. Kt—Q 2		
		Kt—B 3		
		11. Kt—B 3—		
		Q×P —		

(*a*) Steinitz.
(*b*) Ranken.

The subjoined game, one of the finest on record, played in the New York International Tournament, obtained the special prize for the most brilliant game in the second round.

	White (Weiss).	Black (Pollock).
1.	P—K 4	P—K 4
2.	Kt—KB 3	Kt—QB 3
3.	B—Kt 5	P—QR 3
4.	B—R 4	Kt—B 3
5.	P—Q 3	P—QKt 4
6.	B—Kt 3	B—B 4
7.	P—B 3	P—Q 4
8.	P×P	Kt×P
9.	Q—K 2 (*a*)	Castles
10.	Q—K 4	B—K 3
11.	Kt×P (*b*)	Kt×Kt
12.	Q×Kt	Kt—QKt 5 (*c*)
13.	Castles (*d*)	Kt×QP
14.	Q—R 5 (*e*)	B×B
15.	P×B	R—K sq
16.	Kt—Q 2	Q—K 2
17.	P—QKt 4 (*f*)	B×P ch (*g*)
18.	K—R sq	Q—K 8
19.	P—R 3	Kt×B (*h*)
20.	R×Q	R×R ch
21.	K—R 2	B—Kt 8 ch
22.	K—Kt 3	R—K 6 ch
23.	K—Kt 4	Kt—K 7
24.	Kt—B sq	P—Kt 3
25.	Q—Q 5 (*i*)	P—R 4 ch
26.	K—Kt 5	K—Kt 2 (*j*)
27.	Kt×R (*k*)	P—B 3 ch wins (*l*)

NOTES BY MR. STEINITZ.

(From the *International Chess Magazine*.)

(*a*) The opening is the same as in two match games (Anderssen and Morphy), excepting that the former retreated B—B 2 on the 7th move. White has obtained the superior position owing to Black's 7th move P—Q 4, which loosens the KP. We would prefer 9. Castles, threatening Kt×P, followed by P—Q 4, and if 9. B—KKt 5 10. P—KR 3 B—R 4 (or 10. B×Kt 11. Q×B Q Kt—K 2 12. R—K sq) 11. P—Kt 4 B—KKt 3 12. R—K sq winning at least a P.

(*b*) He could have obtained much the best of the game by 11. Kt—Kt 5 P—Kt 3 12. Kt×B &c.

(*c*) A very fine and sound sacrifice.

(*d*) If 13. P×Kt B×KtP ch 14. K—Q sq (or 14. Kt—B 3 B×B threatening R—K sq ch) 14. Q×P ch 15. Kt—Q 2 B×B 16. P×B KR—K sq 17. Q—Kt 3 Q—K 7 ch 18. K—B 2 QR—Q sq+

(*e*) Not good. 14. Q—Kt 3 B—Q 3 15. Q—B 3 was superior.

(*f*) He had no means of saving the P, for if 17. Kt—B 3, Kt×BP and White dare not take with R on account of Q—K 8 ch and mate next move.

(*g*) Beautiful play. White cannot capture the two pieces on account of the impending mate in two moves by Q—K 6 ch &c.

(*h*) This sacrifice is based on a most profound and brilliant idea such as has very rarely occurred in actual play.

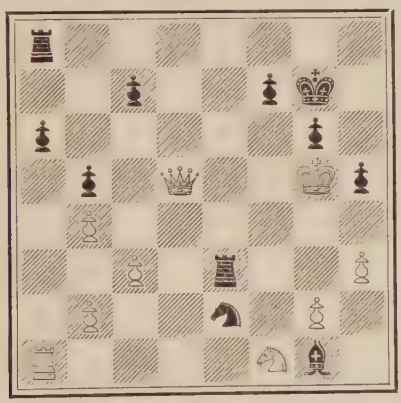
(*i*) Very tempting, and no doubt overlooking the beautiful surprise which Black has in store. But he could not save the game, either by 25. Q—R 6 on account of 25. QR—K sq

26. R×P! (if 26. Kt×R, B×Kt ch; 27. Q—R 4, R—K 5 ch wins) 26. QR—K 5 ch; 27. K—Kt 5, R—K 4 ch

28. K—Kt 4 (if 28. K—R 4, R (K 6)—K 5 ch followed by B—B 7 ch and mates in a few moves), 28. R (K 6)—K 5 ch; 29. K—B 3, R—B 5 ch; 30. Q×R, Kt×Q; 31. K×Kt, R—KB 4 ch with a piece ahead.

(*j*) Truly magnificent. *See* Diagram.

BLACK—(POLLOCK).



WHITE—(WEISS).

Position after Black's 26th move.

(*k*) There was actually no defence. If 27. Q×R (or 27. Q—Q 7, R—Q sq; 28. Q×R, R—K 4 ch; 29. K—R 4, B—B 7 ch and mates next move by R—K 5 ch)* 27. P—B 3 ch; 28. K—R 4, B—B 7 ch; 29. P—Kt 3 and R×KtP

White has only one useless check by sacrificing the Q after which mate follows by R—Kt 5 dble ch or by B×Kt if Kt×R

(*l*) Mr. Pollock's play from the 17th move renders this game one of the finest monuments of chess ingenuity, and altogether this game belongs to the most brilliant gems in the annals of practical play. The mate is effected after 28. K—R 4 by 28. B—B 7 ch

29. P—Kt 3, B×P mate. A striking commentary indeed on Mr. Ruskin's "stupidity of modern chess"!

AUTHOR'S NOTE.

* There is no mate by R—K 5 ch; for after 29. B—B 7 ch; 30. P—Kt 3, R—K 5 ch; 31. K—Kt 5 &c.; but Black wins by 29. B—B 7 ch; 30. P—Kt 3, Kt×P; 31. Kt×Kt, R—K 5 ch; 32. K—Kt 5, B—K 6 mate.

THE DOUBLE RUY LOPEZ.

SUPPLEMENTARY TABLE XIX. (*see* TABLE LVIII., p. 68).

1. P—K 4 — P—K 4 **2.** Kt—KB 3 — Kt—QB 3 **3.** Kt—B 3 — Kt—B 3

1.	2.	3.	4.	5.
4. B—Kt 5		**4.**		
B—Kt 5		B—B 4		
5. Castles	**5.** Kt—Q 5	**5.** Castles		
Castles	B—B 4	Castles		
6. Kt—Q 5 ?	**6.** P—B 3	**6.** Kt×P	**6.**	
Kt×Kt	Kt×P	R—K sq (*d*)	Kt×Kt	
7. P×Kt	**7.** P—Q 4	**7.** Kt×Kt ! (*e*)	**7.** P—Q 4	
P—K 5	P×P	QP×Kt	B—Q 3	
8. P×Kt	**8.** P×P	**8.** B—B 4 (*f*)	**8.** P—KB 4	**8.**
P×Kt (*a*)	Kt×QP (*c*)	P—QKt 4 (*g*)	Kt—B 3	Kt—Kt 3
9. Q×P	**9.** Kt×Kt —	**9.** B—K 2	**9.** P—K 5	**9.** P—K 5
QP×P+ (*b*)	P—QB 3 –	Kt×P	B—K 2	P—B 3
		10. Kt×Kt	**10.** P—Q 5	**10.** B—B 4 !
		R×Kt	B—B 4 ch	B—B 2
		11. B—B 3	**11.** K—R sq	**11.** P×Kt !
		R—K 3	Kt—Q 5	Q×P
		12. P—Q 3 !+	**12.** P×Kt	**12.** Kt—K 4
			Q×P	Q—K 2 !
			13. Kt—K 4+	**13.** Kt—Kt 5
				P—Q 4
				14. B—Q 3
				P—KR 3
				15. P—B 5
				Q—Q 3 (*h*)
				16. Q—R 5
				Kt—K 2
				17. P—B 6
				Kt—Kt 3
				18. P×P
				K×P
				19. Kt×P
				Q×P ch !
				20. Q×Q
				B×Q ch
				21. K×B wins (*i*)

(*a*) This continuation, omitted from Table LVIII., col. 1, seems the strongest for Black.

(*b*) White has now no good square for the Bishop. If 10. B—R 4 — B—Q 3 11. B—Kt 3 — Q—R 5 &c.

(*c*) If 8. B—Kt 5 ch — 9. K—B sq — B—K 2 10. B—KB 4 — P—Q 3 ! (Wayte).

(*d*) Morphy.

(*e*) 7. Kt—B 3 given by the *Handbuch*, is not so strong.

(*f*) Gattie justly condemns 8. B—K 2 a weak move, suggested by Bird.

(*g*) If 8. Kt×P — 9. B×P ch+

(*h*) If 15. Kt—R sq — 16. P—B 6 — P×P 17. Kt×R 7 &c.

(*i*). Continued: 21. R×Kt — 23. B×P ch &c.

THE FOUR KNIGHTS' GAME.

SUPPLEMENTARY TABLE XX. (*see* TABLE LXI., cols. 1 and 5, p. 71, and TABLE LXIV., cols. 3 and 4, p. 74).

1.	2.	3.
P—K 4	Kt—KB 3	Kt—B 3
P—K 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5.
4. B—Kt 5			**4.** P—Q 4	
Kt—Q 5			P×P	
5. Kt×P			**5.** Kt×P	
Kt×KP			B—Kt 5	
6. B—B 4 —	**6.**		**6.** Kt×Kt!	
Kt—Q 3!— *	Q—Kt 4?		KtP×Kt	
	7. Kt×Kt	**7.**	**7.** Q—Q 4	
	Q×Kt	Q×KtP	Q—K 2	
	8. Castles+	**8.** Kt—Kt 3+	**8.** B—Q 3	**8.** P—B 3+ (*b*)
			P—Q 4	
			9. Castles	See the Scotch
			P—B 4!+(*a*)	Gambit.

* On p. 71, the continuations 6. Kt×Kt and 6. Kt×BP only are given, and the former continued by 6. Kt×Kt, Q—K 2; 7. Castles, Q×Kt; 8. R—K sq, B—K 2; 9. Kt—B 3, Q—Q 3; 10. B—B 4+. Wayte, however, now suggests for Black 10. P—QB 3 or 10. Castles and White's advantage appears very slight.

(*a*) On p. 71, in Table LXI., col. 5, the inferior continuation 9. B×Kt is given by the *Modern Chess Instructor*, and the variation carried out to the eleventh move wrongly in favour of White; whereas by 9. P—B 4 Black wins a Pawn and gets the better game.

Even Steinitz is not infallible.

(*b*) Transposing into the Scotch Gambit, see Table XXXIV., col. 1, p. 40.

N.B.—In Table LXIV., col. 3, after the moves 1. P—K 4, P—K 4; 2. Kt—KB 3, Kt—QB 3; 3. Kt—B 3, P—KKt 3; 4. B—B4, B—Kt 2; 5. P—QR 3, P—Q 3; 6. P—Q 3 the probably better continuation 6. P—KR 3; 7. B—Q 2, Kt—B 3 followed by 8. Q—K 2! is omitted. In Table LXIV., col. 4, the *Handbuch* suggests 6. B—Kt 5

THE FOUR KNIGHTS' GAME.

SUPPLEMENTARY TABLE XXI.—Ranken's Analysis (*see* Table LX., p. 70, col. 5).

1. P—K 4	2. Kt—KB 3	3. Kt—B 3
P—K 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5.
4. B—Kt 5				
P—QR 3				
5. B—R 4 ?	**5.** B×Kt !			
B—QB 4*	QP×B			
6. Kt×P (*a*)	**6.** Kt×P			
Kt×Kt	Kt×P			
7. P—Q 4	**7.** Kt×Kt			
B—Q 3	Q—Q 5			
8. Castles	**8.** Castles			
Castles	Q×KKt			
9. P—B 4	**9.** P—Q 4	**9.** R—K sq (*e*)		
Kt—B 5 !	Q—KB 4	B—K 3 ! (*f*)		
10. P—K 5	**10.** R—K sq	**10.** P—Q 4		**10.**
B—K 2	B—K 3	Q—KB 4		Q—Q 4
11. P×Kt	**11.** B—Kt 5 !	**11.** B—Kt 5	**11.**	**11.** B—Kt 5 !
B×P	P—R 3	B—Q 3	P—R 3 (*h*)	B—Q 3 (*j*)
12. B—Kt 3	**12.** Q—Q 3 ! (*d*)	**12.** P—KKt 4	**12.** Q—Q 3 !	**12.** P—QKt 3
P—Q 4 ! (*b*)	Q—Kt 3	Q—Q 4	K—Q 2 (*i*)	P—R 3
13. Q—Q 3 —	**13.** Kt—B 6 ch	**13.** Q—Q 2	**13.** B—R 4	**13.** B—R 4
P—KKt 3—(*c*)	P×Kt	Castles KR	K—K sq	P—QKt 4
	14. R×B ch	**14.** P—QB 4	**14.** P—QB 4	**14.** QR—B sq
	K—Q 2	Q×BP	K—B sq	K—Q 2
	15. Q×Q	**15.** Kt—B 6 ch	**15.** QR—Q sq+	**15.** P—QB 4
	P×Q	K—R sq !		Q—KB 4
	16. B×BP+	**16.** QR—B sq		**16.** Kt×B
		Q—Kt 4		P×Kt
		17. P—QR 4		**17.** P—Q 5
		Q×P		P×P
		18. Q—Q 3+(*g*)		**18.** P×P wins

* Or, 5. B—Kt 5 6. Kt—Q 5 7. P—Q 3 8. Kt—Kt 4 9. Kt×Kt 10. B×B ch
B—K 2 P—Q 3 B—Q 2 B×Kt P×B
11. Castles 12. Q—K 2 13. P—B 3 14. P—Q 4 15. P×P 16. B—K 3—
Castles P—B 4 Kt—Q 2 KP×P B—B 3 —

(*a*) 6. Castles is considered stronger.

(*b*) The *Handbuch* gives the bad move 12. Kt—R 4 ? here, and wrongly concludes in favour of White by 13. B—K 3 14. RP×Kt 15. Q—B 3+
Kt×B P—B 4

(*c*) Steinitz. *See* Table LXII., col. 2.

(*d*) Ranken. The *Handbuch* utterly ignores Mr. Ranken's discovery. "Where ignorance is bliss," &c.

(*e*) Salvioli.

(*f*) If 9. B—K 2 10. P—Q 4 11. Kt—Kt 3+
Q—KB 4

(*g*) Continued 18. P×KKt 3 ! 19. Q—KR 3 P—KR 4 20. Kt×P QB×P 21. B checks K—Kt sq 22. Q×B wins.

(*h*) Transposing into col. 2.

(*i*) Salvioli prefers this, however, to 12. Q—Kt 3 as in col. 2 of this Table.

(*j*) If 11. K—Q 2 12. Q—Q 2 B—Q 3 13. P—QKt 3 QR—K sq 14. P—QB 4 Q—KB 4 15. QR—Q sq &c.
Col. 5, Ranken.

SUPPLEMENTARY TABLE XXII. (*see* TABLE LVIII., page 68, cols. 2 and 5, and TABLE LIX., page 69, col. 4).

1. P—K 4	**2.** Kt—KB 3	**3.** Kt—B 3
P—K 4	Kt—QB 3	Kt—B 3

1.	2.	3.	4.	5.
4. B—Kt 5				**4.**
B—B 4				B—Kt 5 !
5. Castles	**5.** Kt×P			**5.** Kt—Q 5
Castles (*a*)	Kt×Kt			Kt×Kt
6. Kt×P	**6.** P—Q 4			**6.** P×Kt
Kt×Kt	B—Q 3			P—K 5 !
7. P—Q 4	**7.** P×Kt	**7.** Castles	**7.** P—B 4 ?	**7.** P×Kt
B—Q 3	B×P	Kt—Kt 3	Kt—B 3 !	QP×P
8. P—KB 4	**8.** Kt—K 2	**8.** P—K 5	**8.** P—K 5	**8.** B—K 2 ! — (*c*)
Kt—Kt 3	Q—K 2	B—K 2	B—Kt 5	—
9. P—K 5	**9.** B—Q 3 !	**9.** P×Kt +	**9.** P×Kt	
B—Kt 5 (*b*)	Kt×P	or	Q×P +	
		9. P—B 4 +		
10. P—B 5	**10.** Castles			
B×Kt	P—Q 4			
11. KP×Kt	**11.** R—K sq			
Q×P	Castles			
12. P×B	**12.** Kt—B 4			
Kt—K 2	R—Q sq			
13. Q—R 5 +	**13.** B—K 2 +			

(*a*) If 5. P—Q 3, 6. P—Q 4, P×P, 7. Kt×P, B—Q 2, 8. Kt—B 5, Castles, 9. B—Kt 5, B×Kt, (if 9. P—KR, 10. B—KR 4, K—R 2, 11. Kt×KtP, K×Kt, 12. Kt—Q 5 +) 10. P×B +

(*b*) 9. B—K 2 is best; but anyway White gets the better game by 10. P—B 5 &c. If 9. P—B 3 see col. 5 of preceeding Table.

(*c*) In col. 2, Table LVIII., p. 68, we gave the weak move 8. B×P ch, following Steinitz's *Modern Chess Instructor*, which carries out the variation in favour of Black. Wayte, however, rightly points out that Steinitz is in error, and that the move 8. B—K 2 ! yields an even game.

THE GUIOCO PIANO.

SUPPLEMENTARY TABLE XXIII. (*see* TABLE LXVI., col. 1, p. 77).

1. P—K 4	2. Kt—KB 3	3. B—B 4
P—K 4	Kt—QB 3	B—B 4

1.	2.	3.	4.	5.
4. P—B 3	4. P—Q 3			
Kt—B 3 (*a*)	Kt—B 3 (*c*)			
5. P—Q 4	5. P—B 3?	5.		5. B—K 3
P×P	P—Q 3!	P—Q 4?		B×B *
6. P×P	6. P—Q 4	6. P×P		6. P×B
B—Kt 5 ch	P×P	Kt×P		P—Q 3
7. B—Q 2	7. P×P	7. P—QKt 4		7. Castles
B×B ch	B—Kt 3	B—Kt 3		Kt—QR 4
8. QKt×B	8. Kt—B 3	8. P—Kt 5!	8. B×Kt?	8. B—Kt 5 ch
Kt×KP (*b*)	B—KKt 5	Kt—R 4	Q×B	P—B 3
9. P—Q 5	9. B—K 3	9. Kt×P+	9. P—B 4	9. B—R 4
Kt×Kt	Castles+		Q—Q 2!	Q—Kt 3
10. Q×Kt —			10. P—B 5	10. Q—Q 2
Kt—Kt sq—			Kt×P	Kt—Kt 5 (*d*)
			11. P×B	11. R—K sq
			Kt×P ch	Q—R 3
			12. K—B sq	12. P—B 3
			P—K 5	P—B 3
			13. Kt—K sq	13. B—B 2
			Q—Q 5+	P—QB 4
				14. P—Kt 4
				P×P
				15. P×P
				Kt—B 3
				16. B—Kt 3
				Q—Kt 3
				17. P—QR 3+

(*a*) If 4. P—Q 3 5. P—Q 4! &c.

(*b*) Steinitz considers this move, given as best, in Table LXVI., dangerous, and that after 9. P—Q 5 Kt×Kt 10. Q×Kt Kt—K 2 11. P—Q 6 White has a strong attack. We believe, however, that Black's game is defensible. He may also play 10. Kt—Kt sq as above.

(*c*) Or 4. P—Q 3 If then 5. Q—K 2, *see* Illustrative Game (Gunsberg *v.* Schallopp), p. 84; if 5. B—K 3, *see* Table LXIX., cols. 2, 3, and 4; if 5. P—QB 3 Kt—KB 3 &c.

* The *Field* condemns this capture on the ground that it gives White a strong centre.

(*d*) If 10. Q×KtP? (*Field*). 11. Q×Kt Q×R 12. QKt—Q 2 Q—Kt 2 13. R—Kt sq P—Kt 3 14. R×Q P×Q 15. B×P ch+

Col. 5, Gunsberg *v.* Steinitz. Gunsberg won.

In Table LXVIII., p. 79, in the continuation given in note (*a*) after 6. Kt—K 5? 7. B—Q 5 Kt×BP 8. K×Kt P×P dis ch 9. K—B sq, instead of 9. K—Kt 3, is given as best by some critics.

White may also play 9. K—K 2 here.

SUPPLEMENTARY TABLE XXIV. (*see* TABLE LXIX., col. 1).

1. P—K 4 P—K 4 **2.** Kt—KB 3 Kt—QB 3 **3.** B—B 4 B—B 4

1.	2.	3.	4.	5.
4. P—B 3		**4.**	**4.**	**4.**
Kt—KB 3		P—Q 3	P—B 4	Q—K 2
5. Castles		**5.** P—Q 4 !	**5.** P—Q 4	**5.** P—Q 4
Kt×KP !		P×P	P×QP (*d*)	B—Kt 3 ! (*e*)
6. Q—K 2	**6.** B—Q 5	**6.** P×P	**6.** Kt—KKt 5	**6.** Castles ! (*f*)
P—Q 4	Kt—KB 3 ! (*a*)	B—Kt 3 ! (*b*)	P—Q 4	P—Q 3
7. B—QKt 5	**7.** B×Kt	**7.** Kt—B 3	**7.** B×P	**7.** B—KKt 5 –
Castles	QP×B	B—Kt 5	P×KP	P—B 3 –
8. B×Kt	**8.** Kt×P –	**8.** B—QKt 5	**8.** B×Kt	
KtP×B	–	B×Kt	R×B	
9. Kt×P –		**9.** P×B	**9.** Q—R 5 ch	
P—KB 3 –		Q—R 5	P—Kt 3	
		10. Kt—Q 5 + (*c*)	**10.** Q×RP	
			Q—Q 4	
			11. P—QB 4	
			Q×P	
			12. Kt—Q 2	
			B—QKt 5	
			13. KKt×KP +	

(*a*) Here the *Westminster Papers* recommended 6. Kt×BP and, in order to show the unreliability of its variation, the following continuation will be useful, *e.g.* 6. Kt×BP 7. R×Kt B×R ch 8. K×B Kt—K 2 9. B—Kt 3 P—K 5 10. Kt—K sq Castles 11. P—Q 3 +

(*b*) If 6. B—Kt 5 ch 7. K—B sq B—Kt 5 8. Q—R 4 B×Kt 9. P×B Q—Q 2 10. B—QKt 5 or 10. P—Q 5 wins.

(*c*) Followed by 11. Q—R 4 &c.

(*d*) If 5. P×KP 6. Kt×KP B—Kt 3 7. Q—R 5 ch +

(*e*) If 5. P×P 6. Castles P—Q 6 ! (Ranken). If 6. P×P 7. Kt×P +

(*f*) If 6. P×KP ? 7. Kt×Kt Q×Kt 8. Castles Kt—KB 3 +

The following inferior continuations also are omitted from the main Tables:—After 1. P—K 4 P—K 4 2. Kt—KB 3 Kt—QB 3 3. B—B 4 B—B 4 4. P—B 3 Kt—B 3 5. P—Q 4 P×P 6. B—KKt 5 ? P—KR 3 7. B×Kt Q×B 8. P—K 5 Q—Kt 3 9. Castles P×P 10. Kt×P Castles + Also, in Table LXVI. and following Tables, if White play 7. Kt—B 3 ? in lieu of 7. B—Q 2 then follows 7. Kt×KP 8. Castles B×Kt 9. P×B P—Q 4 + In Table LXX. (Max Lange's attack), col. 5 17. B—QKt 3 ? (Wormald) 18. Kt—B 6 ch K—R sq 19. P—KKt 4 Q—Kt 3 20. B—KB 4 +

THE EVANS GAMBIT.

SUPPLEMENTARY TABLE XXV. (*see* TABLE LXXIV., p. 86, col. 3).

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—B 4 / B—B 4 **4.** P—QKt 4 / B×Kt P **5.** P—B 3 / B—R 4

6. P—Q 4 / P×P **7.** Castles / P×P **8.** Q—Kt 3 / Q—B 3 **9.** P—K 5 / Q—Kt 3 **10.** Kt×P / KKt—K 2*

1.	2.	3.	4.	5.
11. B—R 3 / Castles !			**11.** R—Q sq (*e*) / P—Kt 4 !	**11.** / Castles ?
12. QR—Q sq (*a*) / P—QKt 4			**12.** B—Q 3—(*f*) / —	**12.** Kt—Q 5 / Kt×Kt
13. B—Q 3 ! (*b*) / Q—R 4 !	**13.** / Q—K 3 ?	**13.** / Q—Kt 5		**13.** R×Kt+ (*g*)
14. Kt—K 4 / R—Kt sq	**14.** B×P ch / K—R sq	**14.** Kt—K 4 / R—Kt sq		
15. KKt—Kt 5 / K—R sq	**15.** Kt—Q 5 ! / P—Kt 5	**15.** KKt—Kt 5 / P—Kt 5		
16. P—B 4 / Kt—Q 5	**16.** B—B sq / Kt×Kt	**16.** B—Kt 2 / Kt—Kt 3		
17. Q—Kt sq / P—Kt 5	**17.** R×Kt wins	**17.** P—KR 3 / Q—R 4		
18. B—B sq (*c*) / B—Kt 3		**18.** P—B 4+		
19. K—R sq !+ (*d*)				

* N.B.—If 10. B×Kt ? 11. Q×B P—QKt 3 12. Kt—Kt 5 Kt—Q sq ! 13. B—Q 3 Q—R 4 14. Q—Kt 3+) 14. B—K 4 P—QB 3 15. B—B 3 Q—Kt 3 16. Kt—K 4 Kt—Kt 2 17. R—K sq+ (if 13. Q—QB 3

(*a*) If 12. Kt—Q 5 Kt×Kt 13. B×Kt ! P—Q 3 14. QR—Q sq R—Q sq+

(*b*) Declared best by Gattie, and we concur. On p. 86, col. 3, the inferior continuation 13. Kt×P only is given.

(*c*) If 18. B—Kt 2 B—Kt 3 followed by KKt—B 4 &c.

(*d*) Black's position is perilous. If, now, 19. KKt—B 4 20. Q×P &c.; or if 19. P—QR 4 20. Kt—Kt 3 followed by Kt×RP &c.

(*e*) Potter.

(*f*) White has a fair game.

(*g*) Followed by B—Q 3 &c.

SUPPLEMENTARY TABLE XXVI. (*see* TABLES LXXIV. to LXXVI., inclusive).

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—B 4 / B—B 4 **4.** P—QKt 4 / B×KtP **5.** P—B 3 / B—R 4

6. P—Q 4 / P×P **7.** Castles

	1.	2.	3.	4.	5.
7.	P—Q 3 *				Kt—B 3
8.	Q—Kt 3 (*a*)				B—R 3
	Q—B 3				P—Q 3
9.	P—K 5! (*b*)				P—K 5
	P×P				P—Q 4
10.	R—K sq		Kt—KR 3?	B—Kt 3?	B—Kt 5+
	B—Q 2!		**11.** B—KKt 5!	**11.** B—KKt 5	
11.	B—KKt 5!	Kt×KP?	Q—B 4	Q—B 4	
	Q—B 4	Kt×Kt	**12.** Q—R 3+ (*c*)	**12.** Kt×P	
12.	Q×KtP	**12.** B×P ch		Kt×Kt	
	R—QB sq	K—Q sq		**13.** P—B 4	
13.	B—Q 5	**13.** B×Kt		P×P dis ch	
	R—QKt sq	Kt—Q 6		**14.** K—R sq wins	
14.	R×P ch	**14.** R—B sq			
	Q×R	B—B 3+			
15.	B×P ch				
	K—B sq!				
16.	Q×R ch				
	Kt×Q				
17.	Kt×Q				
	P×P				
18.	B—Kt 3				
	Kt—K 2				
19.	Kt—B 4+				

---

* A defence omitted in the main Tables.

(*a*) If 8. P×P B—Kt 3 and the position transposes into the normal variation, where the B is withdrawn to B 4 on the fifth move.

(*b*) If 9. P×P? a move erroneously recommended by Wormald and Waller, 9. B—Kt 3

10. P—K 5 (if 10. B—QKt 5 / B—Q 2 **11.** P—K 5 / P×P **12.** R—K sq / KKt—K 2 **13.** P×P / Q—KKt 3+)

10. P×P **11.** P×P / Q—Kt 3 **12.** Kt—Kt 5 / Kt—Q sq!+ (if 12. Kt—KR 3? / P×P

14. B×P / B×B **15.** Kt×B+) After 12. Kt—Q sq! White's best course is **13.** Kt—QB 3

If **13.** P—K 6 / B×P **14.** R—K sq / Q—B 4 **15.** R—K 2 / Kt—K 2+

(*c*) Followed by 13. B—QKt 5+ The *Handbuch* gives the weak move 12. B—Q 5 and instead of 11. B—KKt 5 gives the tame move 11. B—R 3 and wrongly conducts the variation to the advantage of Black.

SUPPLEMENTARY TABLE XXVII. (*see* TABLES LXXIV. to LXXVI., inclusive).

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4	**4.** P—QKt 4	**5.** P—B 3
P—K 4	Kt—QB 3	B—B 4	B×Kt P	B—R 4
	6. P—Q 4	**7.** Castles	**8.** Q—Kt 3	
	P×P	P—Q 3	Q—K 2	

1.	2.	3.	4.	5.
9. P—K 5				
P×P				
10. R—K sq				
B—Q 2 ! (*a*)				
11. B—R 3		**11.** B—Q 5	**11.**	
Q—B 3		B—Kt 3	Castles QR	
12. Kt×KP		**12.** B×Kt	**12.** B×Kt	**12.**
Castles QR		Kt P×B	Kt P×B	B×B
13. Kt×BP		**13.** B—R 3	**13.** R×P	**13.** R×P
P×QBP		Q—B 3	B—K 3	Q—B 3
14. Kt×QR !		**14.** P×QP+	**14.** Q—R 4	**14.** B—KKt 5
Kt×Kt			B—Kt 3	Q—Kt 3
15. B—Kt 4 !	**15.** Q—B 2 ? (*b*)		**15.** P×P	**15.** B×R
B—Kt 3	Kt—QB 3+		P—KB 3	B×Kt
16. Q—B 2			**16.** R—K sq	**16.** R—KKt 5+
Kt—KR 3			Q—B 2	
17. Kt×P+			**17.** Kt—B 3	
			Kt—K 2	
			18. Kt—K 4+ (*c*)	

(*a*) Wormald considers this move baffles further attack; but it simply loses the game.

(*b*) The *Handbuch*, Staunton, and Wormald all blunder here by giving this bad move, which loses, whereas B—Kt 4 wins.

(*c*) Or 18. B—R 3 Kt—B 4 19. B—B 5 B—Q 4 20. QR—Q sq+

SUPPLEMENTARY TABLE XXVIII. (*see* TABLE LXXVII. p. 89).

RICHARDSON'S ATTACK.

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4	**4.** P—QKt 4	**5.** P—B 3
P—K 4	Kt—QB 3	B—B 4	B×P	B—R 4
	6. Castles	**7.** P—Q 4	**8.** Kt×KP	
	Kt—KB 3	Castles		

	1.	2.	3.	4.	5.
8.	Kt×P				
9.	B—Q 5	**9.** Kt×BP			
	Kt×Kt	R×Kt			
10.	B×Kt	**10.** B×R ch			
	Kt—Kt 3	K×B			
11.	Q—R 5	**11.** P—Q 5			
	B—Kt 3	Kt—K 4			
12.	B—Kt 5	**12.** Q—Q 4 (*c*)			
	Q—K sq	Q—R 5			
13.	Kt—Q 2	**13.** R—K sq			
	Q—K 3	Kt—Kt 5			
14.	P—KB 4	**14.** Q×Kt			
	P—KB 4	Q×RP ch			
15.	B—Q 3 ? (*a*)	**15.** K—B sq			
	Q—K 6 ch+(*b*)	Kt—B 3			
		16. Q—B 3			
		P—Q 3			
		17. B—B 4 (*d*)			
		Q—R 5 !			
		18. Q—Kt 3	**18.** B—Kt 3	**18.** K—Kt sq	
		Q—R 8 ch	Q—B 5 ch+	QB—Kt 5	
		19. K—K 2		**19.** Q—Q 3	
		Q—R 4 ch+		Q—R 4+	

(*a*) In Table LXXVII., col. 1, the better continuation 15. P—KKt 4 is given. Gattie gives this one.

(*b*) Or 15. P—Q 4 16. QR—K sq Q—B 2+

(*c*) 12. Q—R 5 suggested by the *Field*, given in note (*c*), p. 89, is better.

(*d*) Here, in Table LXXVII., col. 4, the game is wrongly dismissed in White's favour. Gattie shows the contrary, as above.

SUPPLEMENTARY TABLE XXIX. (*see* TABLE LXXVIII., p. 90, col. 3).

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—QKt 4	5. P—B 3
P—K 4	Kt—QB 3	B—B 4	B×KtP	B—R 4

1.	2.	3.	4.	5.
6. Castles				
Kt—B 3				
7. P—Q 4				
Castles!				
8. P×P				
Kt×KP				
9. B—Q 5 (*a*)	9.			
Kt—B 4!+(*b*)	Kt×QBP?(*c*)			
	10. Kt×Kt			
	B×Kt			
	11. Kt—Kt 5			
	Kt×P (*d*)			
	12. Q—B 2! wins	12. Q—R 5? (*e*)		
		P—KR 3		
		13. P—B 4		
		Q—B 3! (*f*)		
		14. P×Kt	14. B—R 3	
		B—Q 5 ch	B×R	
		15. B—K 3	15. B×R	
		B×B ch	P×Kt	
		16. K—R sq	16. R×B	
		Q×Kt wins	Kt—B 6 ch	
			17. P×Kt	17. K—B 2
			Q×R ch	Q—Q 5 ch
			18. K—Kt 2	wins
			Q—Kt 7 ch	
			19. K—Kt 3	
			P×P ch wins	

(*a*) This continuation is not given in Table LXXVIII.

(*b*) Best, as pointed out by Gattie, who exposes the worthlessness of the analysis of this variation in the *Handbuch*.

(*c*) The *Handbuch* gives this weak move.

(*d*) Taking the Rook would be obviously fatal.

(*e*) Here the *Handbuch* makes another blunder, overlooking the better move 12. Q—B 2 given in col. 2 above, which wins a piece and the game.

(*f*) Again the *Handbuch* is guilty of an atrocious blunder. Instead of this move, indicated by Gattie, it gives the wretchedly weak continuation 13. B×R? 14. P×Kt Q—K 2 15. Kt×P Q—B 4 ch 16. K—R sq Q×B 17. Kt×P ch wins, thus concluding in favour of White, when Black should win easily. Such a series of blunders by "master minds" is well nigh incredible and wholly inexcusable.

SUPPLEMENTARY TABLE XXX. (*see* TABLE LXXVIII., p. 90, col. 3).

1.	2.	3.	4.	5.
P—K 4	Kt—KB 3	B—B 4	P—QKt 4	P—B 3
P—K 4	Kt—QB 3	B—B 4	B×KtP	B—R 4

1.	2.	3.	4.	5.
6. Castles*		**6.**		
P—Q 3		Kt—B 3		
7. P—Q 4		**7.** P—Q 4		
B—Q 2 (*a*)		Castles !		
8. Kt—Kt 5		**8.** P×P		
Kt—R 3		KKt×KP		
9. P—B 4		**9.** R—K sq (*f*)		**9.**
P×QP		P—Q 4 !		Kt×QBP ?
10. P—K 5		**10.** P×P *en pass.* !	**10.** B×P ?	**10.** Kt×Kt
Castles (*b*)		Kt×QP	Kt×QBP	B×Kt
11. P—K 6		**11.** B—KKt 5	**11.** Kt×Kt	**11.** Kt—Kt 5
B×KP ! (*c*)		Q—Q 2 ! +	B×Kt	B×KR (*g*)
12. B×B			**12.** B—Kt 5	**12.** Q—R 5
P×B			Kt—K 2 +	B×P ch
13. Kt×KP				**13.** K—R sq
Q—B 3				P—KR 3
14. Kt×R				**14.** Kt×P
R×Kt				R×Kt
15. P×P	**15.** Q—Kt 3 ch (*e*)			**15.** B×R ch
Kt×P	K—R sq			K—B sq !
16. B—Kt 2	**16.** Q×P			**16.** B—QB 4
B—Kt 3	Kt—Q sq			Kt×P (*h*)
17. K—R sq	**17.** Q—Kt 5			**17.** Q×Kt
KKt—B 4	B—Kt 3			Q—B 3
18. Q—Q 3	**18.** Q—Q 3			**18.** Q—Q 5
Kt—K 7	P×P dis ch			Q—K 3
19. B×Q	**19.** B—K 3			**19.** B—R3ch + (*i*)
Kt(B4)—Kt 6 ch + (*d*)	P—B 7 +			

* Or 6. P—Q 4 7. Castles 8. Q—Kt 3 9. P—K 5 10. R—K sq 11. B—R 3 or
P×P P—Q 3 ? Q—B 3 P×P Kt—R 3
11. B—KKt 5 ?

(*a*) One of M. Alapin's ingenious novelties.
(*b*) If 10. P×KP 11. B—R 3 &c.
(*c*) If 11. P×KP 12. Q—Q 3 Kt—B 4 13. Kt×KP + ; or if, in this variation, 12. P—KKt 3
13. Q—R 3 K—Kt 2 14. B×P +
(*d*) Tschigorin *v.* Alapin. Black won.
(*e*) The *Field* suggests this as a better continuation. We still prefer, however, the Black.
(*f*) In Table LXXVIII., col. 3, the lines of play indicated for White are 9. B—R 3 9. Q—B 2 and 9. Q—Q 3 The move in the text deserves also notice.
(*g*) If 11. Kt×P 12. R×Kt 13. Q—R 5 14. Kt×P 15. Q×R ch 16. B—KKt 5 +
B×KR P—KR 3 R×Kt ! K—R sq or R 2
(*h*) If 16. P—Q 4 17. P×P *en pass.* 18. B—Kt 2 19. R—KB sq +
Q—B 3 Kt—Q 5
(*i*) Steinitz *v.* Dévidé.

SUPPLEMENTARY TABLE XXXI. (*see* TABLE LXXIX., STEINITZ DEFENCE, p. 91, cols. 1 and 5).

1.	2.	3.	4.	5.	6.
P—K 4	Kt—KB 3	B—B 4	P—QKt 4	P—B 3	Castles
P—K 4	Kt—QB 3	B—B 4	B×KtP	B—R 4	Q—B 3

1.	2.	3.	4.	5.
7. P—Q 4				
Kt—R 3				
8. B—KKt 5				
Q—Q 3 (*a*)				
9. P—Q 5				
Kt—Q sq				
10. Q—R 4				
B—Kt 3				
11. Kt—R 3				
P—QB 3				
12. B—K 2				
B—B 2				
13. Kt—B 4				
Q—B sq				
14. P—Q 6				**14.** B×QKt (*f*)
B×P ! (*b*)				K×B
15. Kt—Kt 6			**15.** B×QKt	**15.** QKt×P
R—QKt sq			K×B	Q—B 4
16. Q×RP	**16.**	**16.**	**16.** Kt—Kt 6	**16.** Kt—Q 3 (*g*)
Kt—Kt sq !+	Kt—K 3	Kt—Kt 5 ?	R—QKt sq	Q×QBP
(*c*)	**17.** B—QB sq	**17.** Kt—KR 4	**17.** Q×RP	**17.** P—K 5
	Kt—Kt sq	Kt—K 3	B—B 2	Q—R 4
	18. B—R 3	**18.** B×Kt	**18.** QR—Kt sq	**18.** Q—R 4 ch
	P—QB 4	Kt×B	K—K 2	K—K sq
	19. QR—Q sq	**19.** Kt—B 5	**19.** Kt×B ch	**19.** P—Q 6
	Kt—B 3	Kt—K 3 !	Q×Kt	B—Q sq
	20. B—B 4	**20.** KR—Q sq +	**20.** Q—R 3 ch	**20.** Q—Kt 3
	B—B 2 +(*d*)	(*e*)	B—Q 3 ! +	Kt—B 4 +

(*a*) In Table LXXIX., col. 5, p. 91, the game is dismissed in Black's favour. Since then the result of the games in the Steinitz-Gunsberg match in New York has rendered this somewhat doubtful. The Steinitz Defence is condemned by Mackenzie, Van Vliet, and a host of other experts; but Steinitz, in the *International C. M.* for December 1890, still maintains its soundness, and says "it is almost complimentary to his theories that most of the prophets have already doomed his correspondence game with Tschigorin." We are of opinion that, even if it be *theoretically* correct, it will never be popular, on account of Black's cramped position and the extreme difficulty of the defence. On general principles the Black Queen is badly posted at KB 3 so early in the game.

(*b*) If 14. B—Kt sq ? 15. B—K 7 ! (if 15. Kt—Kt 6 P×Kt 16. Q×R Q×P +)
15. P—QKt 4 16. Q—R 3 wins.

(*c*) Steinitz declares this best, and prefers the Black on account of his superior pawn position for the ending. With due deference to the eminent authorities who condemn the Steinitz defence, we believe it to be *theoretically* sound, and prefer Black's game in col. 1 above, as the White QRP cannot get passed.

(*d*) Tschigorin *v.* Steinitz. A tentative variation now is: 21. B×Kt BP×B 22. Kt×B R×Kt 23. B×P (if 23. Q×Kt P K—B 2 24. Kt—Kt 5 ch K—Kt 3 +) 23. B—Kt sq !+ for again Black wriggles out of his difficulties (author's variation, Feb. 21st, 1891).

(*e*) Continued 20. B—B 2 21. Kt—R 8 R×Kt 22. Q×R K—Q sq 23. R×P ch K×R 24. R—Q sq ch wins (Gunsberg *v.* Steinitz). If, in this variation, 21. K—Q sq 22. Kt×B K×Kt 23. Q—R 5 ch P—Kt 3 24. Q×KP ch K—Kt 2 25. Kt—Q 6 ch + If, in col. 3 above, 19. P—Kt 20. Kt×B ch Q×Kt 21. QR—Q sq Q—B 2 22. Kt×B R×Kt ! 23. B×P ch wins.

(*f*) If 14. QKt×KP P—KB 3 15. B×Kt P×Kt 16. B—K 3 Q—Q 3 +

(*g*) If 16. Q—Q 4 Q×Q 17. P×Q P×P + or 17. R—K sq +

SUPPLEMENTARY TABLE XXXII. (*see* TABLE LXXIX., STEINITZ DEFENCE).

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—QKt 4
P—K 4	Kt—QB 3	B—B 4	B×KtP
	5. P—B 3	6. Castles	
	B—R 4	Q—B 3	

1.	2.	3.	4.	5.
7. P—Q 4				**7.**
P—KR 3 (*a*)				KKt—K 2 (*g*)
8. Q—R 4		**8.** B—QKt 5		**8.** Q—R 4
B—Kt 3		KKt—K 2		B—Kt 3
9. B—QKt 5		**9.** B—R 3		**9.** B—KKt 5
KKt—K 2		P×P		Q—Q 3
10. B—R 3		**10.** P—K 5 (*d*)		**10.** Kt—R 3
P×P		Q—K 3		P×P
11. P—K 5 !		**11.** P×P		**11.** Kt—Kt 5
Q—Kt 3		B—Kt 5		Q—Kt 3
12. P×P		**12.** B—Kt 2 !	**12.** B×Kt	**12.** P×P
Kt—Q 4		P—Q 4	B×B !	P—QR 3
13. R—K sq !		**13.** Kt—B 3	**13.** B×QKtP—	**13.** P—Q 5
Kt—B 5		Castles	—	Kt—K 4
14. P—Kt 3		**14.** Kt—K 2	or	**14.** Kt×Kt
Kt—R 6 ch		Kt—Kt 3	**13.** B×QP—	Q×B
15. K—Kt 2		**15.** Q—Kt 3 (*e*)	—	**15.** Kt—KB 3
Q—Kt 5		B—R 4		Q—R 3
16. QKt—Q 2		**16.** Kt—K sq		**16.** B—Kt 3
Kt—Kt 4		QKt—K 2		Castles
17. B—Kt 2 !	**17.**	**17.** P—B 4—(*f*)		**17.** QR—B sq
Kt—K 2	Castles	—		P—QB 3
18. B—K 2	**18.** P—Q 5+			**18.** QKt—Q 4
Kt—K 3 (*b*)				P—QB 4+
19. K—R sq				
Q—B 4				
20. Kt—R 4+(*c*)				

(*a*) This defence appears inferior to 7. Kt—R 3 in the preceding Table. Gunsberg, however, prefers it to 7. Kt—R 3 but considers 7. B—Kt 3 best.

(*b*) 18. Q—K 3 is best; but White has the better game.

(*c*) 20. Q—R 2 is best; but again White has a great advantage. If, however, 20. Q×P? 21. Kt—K 4 wins.

(*d*) 10. P×P is perhaps better (Gunsberg).

(*e*) Or 15. Q—R 4 (Gunsberg) is also a strong continuation.

(*f*) Continued 17. B—Kt 3 ! followed by P—KB 3 If 17. Q—Kt 3 18. B—R 3 ! P—KB 4 (if 18. B×Kt 19. QR×B followed by P—B 5 &c.)

(*g*) This defence seems preferable to 7. P—KR 3 but is perhaps inferior to 7. Kt—R 3

SUPPLEMENTARY TABLE XXXIII. (*see* TABLE LXXX., col. 1).

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** B—B 4 / B—B 4	**4.** P—QKt 4 / B×Kt P	**5.** P—B 3 / B—B 4
6. Castles / P—Q 3	**7.** P—Q 4 / P×P	**8.** P×P / B—Kt 3	**9.** Kt—QB 3 / Kt—R 4	

1.	2.	3.	4.	5.
10. B—KKt 5 / Q—Q 2 ! (*a*)	**10.** / Kt—K 2	**10.** B×P ch / K×B		**10.** B—Q 3 / Kt—K 2
11. B—Q 3 / P—KB 3+	**11.** Kt—Q 5 / P—KB 3	**11.** P—K 5 ! / P—KR 3	**11.** Kt—Kt 5 ch ? / K—K sq	**11.** P—K 5 (*c*) / P—Q 4 (*d*)
or **11.** / P—KR 3+	**12.** B×P / P×B	**12.** P—Q 5 / B—KB 4	**12.** R—K sq / Kt—K 2	**12.** B—R 3 / B—K 3
	13. Kt×P ch / K—B sq	**13.** P—K 6 ch / K—K 2	**13.** Q—B 3 / R—B sq	**13.** Kt—QR 4 / P—KR 3+
	14. Kt—Kt 5 / Kt×B+	**14.** Kt—KR 4 / B—R 2	**14.** Q—R 5 ch / P—Kt 3	
		15. K—R sq — / Kt—KB 3 —	**15.** Q×RP / B×QP+ (*b*)	

(*a*) Either this move or 10. Kt—K 2 appear preferable to 10. P—KB 3 given in Table LXXX., col. 1, p. 92.

(*b*) Col. 4, from *Chess Players' Chronicle*, vol. ii., p. 108.

(*c*) If 11. P—Q 5 12. B—Kt 2 Castles the variation transposes into Table LXXXV., col. 1. p. 97.

(*d*) Or 11. P×P 12. P×P Castles 13. Kt—KKt 5 / B—KB 4+

SUPPLEMENTARY TABLE XXXIV. (*see* TABLE LXXX. col. 1, and TABLE LXXXI., col. 2).

1. P—K 4	**2.** Kt—KB 3	**3.** B—B 4	**4.** P—QKt 4	**5.** P—B 3
P—K 4	Kt—QB 3	B—B 4	B×KtP	B—B 4
	6. Castles	**7.** P—Q 4	**8.** P×P	
	P—Q 3	P×P	B—Kt 3	

	1.	2.	3.	4.	5.
9.	Kt—QB 3				
	Kt—R 4			B—KKt 5	
10.	B—KKt 5 (*a*)	**10.**		B—QKt 5	
	P—KB 3 (*b*)	Kt—K 2		K—B sq	
11.	B—B 4 (*c*)	**11.** Kt—Q 5	**11.**	B—K 3	
	Kt×B	P—KB 3	Kt×B (*e*)	KKt—K 2 (*g*)	
12.	Q—R 4 ch	**12.** B×P	**12.** B×Kt	P—QR 4	
	Q—Q 2 ?	P×B	Q—Q 2	P—QR 4	
13.	Q×Kt	**13.** Kt×P ch	**13.** B—B 6	B—QB 4 (*h*)	
	Q—B 2	K—B sq	Castles (*f*)	Q—B sq	
14.	Kt—Q 5	**14.** Kt—Kt 5	**14.** Q—B sq +	R—B sq	
	B—Kt 5 (*d*)	Kt—Kt sq ! +		Kt—Kt 5	
15.	Q—R 4 ch			P—Q 5	**15.**
	Q—Q 2			B×B ! (*i*)	Q—Q sq ?
16.	Kt×B			P×B —	**16.** B×B
	BP×Kt			Kt—Kt 3 —	P×B
17.	Q—R 3 +				**17.** P—KR 3
					B×Kt
					18. Q×B
					R—B sq
					19. Kt—Kt 5
					R—B 4
					20. P—K 5 + (*j*)

(*a*) Mason prefers 10. B—Q 3 followed by 11. P—Q 5 and 12. B—Kt 2 ; but the text move is favoured by the Russian school.

(*b*) 10. Q—Q 2 may also be played here; or 10. Kt—KB 3 11. B—Q 3 P—KR 3 (Steinitz). &c.

(*c*) Preferable to B—R 4 as keeping up the pressure on the weak QP.

(*d*) Best, according to Mason.

(*e*) If 11. QKt—B 3 ! 12. B—Kt 5 +

(*f*) If 13. Q—Kt 5 14. Q—R 4 ch +

(*g*) Or 11. QKt—K 2 (Steinitz) 12. B—QB 4 Kt—KB 3 13. P—K 5 (if 13. Q—Kt 3 Kt×P &c.) 13. P×P 14. P×P Kt—Q 2 +

(*h*) On p. 93, Table LXXXI., col. 2, the game is dismissed in White's favour, as White now threatens B×P followed by Kt—Kt 5 ch if K retake. This, however, seems somewhat doubtful, from the continuation in col. 4 above, as Black appears to have a valid defence.

(*i*) Steinitz.

(*j*) Continued 20. Kt—B sq 21. KR—K sq P—R 4 22. P×P Kt×P 23. Kt×Kt Q×Kt 24. R—K 6 Q—Q 2 25. P—Q 6 R×B 26. R×R + (St. Petersburg *v.* London, Correspondence Match).

SUPPLEMENTARY TABLE XXXV. (*see* TABLE LXXX., col. 1, p. 92, and SUPPLEMENTARY TABLE XXXII., col. 2).

1.	2.	3.	4.	5.
P—K 4	Kt—KB 3	B—B 4	P—QKt 4	P—B 3
P—K 4	Kt—QB 3	B—B 4	B×KtP	B—B 4
	6. Castles	7. P—Q 4	8. P×B	
	P—Q 3	P×P	B—Kt 3	

1.	2.	3.	4.	5.
9. Kt—QB 3				
Kt—R 4				
10. B—KKt 5 *				
Kt—K 2				
11. Kt—Q 5				11. B×P ch ?
P—KB 3				K×B
12. B×P				12. Kt—Q 5
P×B				R—K sq !
13. Kt×KBP ch				13. B×Kt (*c*)
K—B sq				R×B
14. Kt—Kt 5				14. Kt—Kt 5 ch
Kt—Kt sq !				K—Kt sq
15. KKt×P ch !	15. QKt×P ch	15. Kt×Kt	15. B×Kt	15. Q—R 5
K—Kt 2	K—Kt 2	Q×Kt	Q×Kt	P—Kt 3
16. Q—R 5	16. Q—R 5 (*a*)	16. Q—B 3 ch	16. Kt×P ch	16. Q—R 4 or 6
Q×Kt !	Kt×B	B—B 4	R×Kt	Q—B sq +
17. Kt×Q	17. Q—B 7 ch	17. B—K 6	17. B×R	
R×Q	K—R 3	Kt—B 3 +	B×P + (*b*)	
18. Kt×R ch	18. Q×Kt (B 4)			
K—R 3	R×Kt			
19. B×Kt	19. Kt×R			
K×Kt	K×Kt +			
20. QR—Q sq				
Kt—B 3				
21. P—Q 5				
Kt—K 4 +				

* If 10. B×P ch (K×B) 11. P—K 5 (K—B sq) 12. P—Q 5 (if 12. R—K sq or Kt—Q 5 (Kt—QB 3 +)) 12. B—KB 4 +

(*a*) If 16. B×Kt (Q×B +) ; or if 16. Kt—B 7 (Q—R 5 +)

(*b*) Berger, in opposition to Rosenthal, demonstrates the validity of the defence.

(*c*) If 13. Kt×Kt, R×Kt wins

N.B.—On p. 92, in Table LXXX., col. 1, the moves 12. P—B 3 and 12. K—B 2 only are given. If 12. Q—Q 2 13. Q×Kt Q—B 2 14. Kt—Q 5 (Rosenthal, *La Vie Moderne*).

SUPPLEMENTARY TABLE XXXVI. (*see* TABLE LXXXV., p. 97, col. 1).

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** B—B 4 / B—B 4 **4.** P—QKt 4 / B×KtP **5.** P—B 3 / B—B 4

6. P—Q 4 / P×P **7.** Castles / P—Q 3 **8.** P×P / B—Kt 3 **9.** B—Kt 2

1.	2.	3.	4.	5.
9. Kt—R 4				
10. P—Q 5 / Kt—K 2				
11. B—Q 3! / Castles				
12. Kt—B 3 / P—QB 3	**12.** B—KKt 5	**12.** P—QB 4	**12.** Kt—KKt 3	
13. Q—Q 2 / P×P!	**13.** Kt—K 2 / B×Kt	**13.** P—K 5 +	**13.** Kt—K 2 / P—QB 4	
14. Kt×P / Kt—Kt 3	**14.** P×B / Kt—Kt 3		**14.** Q—Q 2! / P—KB 3	
15. Kt×B / Q×Kt!	**15.** K—R sq / Q—R 5		**15.** K—R sq / B—B 2	
16. QR—Kt sq / Q—Q sq	**16.** Kt—Kt 3 / P—KB 3 (*c*)		**16.** Kt—K sq (*e*) / R—Kt sq	**16.** QR—B sq / R—Kt sq
17. Q—B 3 / P—KB 3	**17.** Kt—B 5 / Q—R 6		**17.** Kt—Kt 3 / P—Kt 4	**17.** Kt—Kt 3! / P—Kt 4
18. Kt—Q 4 / Kt—KB 5 (*a*)	**18.** R—B sq / Kt—K 4 or B 5		**18.** Kt—B 2 / P—Kt 5	**18.** Kt—B 5 / P—B 5
19. B—B 2 / Kt—B 3 (*b*)	**19.** R—KKt sq! + (*d*)		**19.** Kt—K 3 — / Kt—K 4! (*f*) —	**19.** B—K 2! / Kt—Kt 2! (*g*)
20. Q—B 4 ch				**20.** KKt—Q 4 (*h*) / B—Q 2
				21. P—KB 4 / Kt—QB 4 +

(*a*) In Table LXXXV., col. 1, p. 97, the game is here dismissed in favour of Black. Gattie, however, gives the above continuation from Black's 18th move, and concludes *in favour of White*. This we fail to see.

(*b*) Threatening 20. Kt×Kt

(*c*) On p. 97, in footnote (*a*) only the continuation 16. P—QB 4 is given.

(*d*) Gattie.

(*e*) This continuation is not given in Table LXXXV., where, in col. 3, 16. QR—B sq is given.

(*f*) Stronger than 19. B—Q 2?

(*g*) In Table LXXXV., col. 3, p. 97, P—Kt 5 is given as best; but 19. Kt—Kt 2 is preferable.

But if 19. Q—K sq? 20. KKt—Q 4 Q×P 21. B—KB 3 Q—K sq 22. Kt—K 6+

(*h*) If 20. B—Q 4 B—Kt 3+

SUPPLEMENTARY TABLE XXXVII. (*see* TABLE LXXXV., p. 97, col. 3).

1. P—K 4 P—K 4	**2.** Kt—KB 3 Kt—QB 3	**3.** B—B 4 B—B 4	**4.** P—QKt 4 B×P	**5.** P—B 3 B—B 4
6. P—Q 4 P×P	**7.** Castles P—Q 3	**8.** P×P B—Kt 3	**9.** B—Kt 2 Kt—R 4	**10.** P—Q 5 Kt—K 2
	11. B—Q 3! Castles	**12.** Kt—B 3 Kt—Kt 3	**13.** Kt—K 2 P—QB 4	

1.	2.	3.	4.	5.
14. Q—Q 2! P—KB 3				
15. K—R sq B—B 2	**15.** B—B 3 B—Q 2!	**15.** B—B 2? (*b*)	**15.** QR—B sq Kt—K 4!	**15.** B—B 2?
16. QR—B sq R—QKt sq	**16.** Kt—Kt 3 R—K sq	**16.** Kt—Kt 3 P—QR 3	**16.** Kt×Kt BP×Kt	**16.** Kt—Kt 3 R—Kt sq
17. Kt—Kt 3! P—Kt 4	**17.** Kt—B 5 B×Kt	**17.** Kt—B 5 B×Kt	**17.** K—R sq Q—R 5	**17.** Kt—B 5 P—Kt 4
18. Kt—B 5 P—B 5	**18.** P×B Kt—K 4	**18.** P×B Kt—K 4	**18.** P—B 4 P—B 5	**18.** K—R sq P—B 5
19. B—K 2! Kt—Kt 2!!	**19.** Kt×Kt BP×Kt+	**19.** Kt×Kt BP×Kt	**19.** B—Kt sq B—Kt 5	**19.** B—K 2! P—Kt 5
20. KKt—Q 4 (*a*) B—Q 2		**20.** P—KB 4+	**20.** P×P P—B 6	**20.** B—Q 4 P—B 6
21. P—KB 4 Kt—QB 4+			**21.** B×P Kt—B 5+	**21.** Q—Q sq B—Kt 3
				22. B×B Q×B
				23. KKt—Q 4+ (*c*)

(*a*) If 20. B—Q 4 / B—Kt 3+ on p. 97, col. 3, 20. P—B 6? is given.

(*b*) If 15. Kt—K 4? 16. Kt×Kt / BP×Kt 17. K—R sq / Q—R 5 18. B×Kt / R—B 3 19. B×B+

(*c*) *Neue Berliner Schachzeitung*, 1870.

GAME ILLUSTRATIVE OF THE EVANS GAMBIT.

(From the Frankfort *Schachzeitung*.)

	White (Fritz).	Black (Zukertort).
1.	P—K 4	P—K 4
2.	Kt—KB 3	Kt—QB 3
3.	B—B 4	B—B 4
4.	P—QKt 4	B×KtP
5.	P—B 3	B—R 4
6.	P—Q 4	P×P
7.	Castles	P×P
8.	Q—Kt 3	Q—B 3
9.	P—K 5	Q—Kt 3
10.	Kt×P	KKt—K 2
11.	Kt—K 2	P—Kt 4
12.	B—Q 3	Q—K 3
13.	Q—Kt 2	Kt—Kt 3
14.	Kt—B 4	Kt×Kt
15.	B×Kt	P—QR 3 (*a*)
16.	Kt—Kt 5	Q—K 2
17.	P—K 6	QP×P (*b*)
18.	Q×KKtP	Q—B sq
19.	Q—B 6	B—Kt 3
20.	B—K 4 (*c*)	B—Q 2
21.	KR—Q sq (*d*)	B—B 4
22.	QR—B sq	B—K 2 (*e*)
23.	R×B (*f*)	K×R (*g*)
24.	B×Kt ch	K—B sq
25.	Q—Q 4	Resigns

(*a*) Up to this point the "book" moves have been made.

(*b*) Taking with BP would have been preferable. Black's game is now broken up.

(*c*) Best!

(*d*) White could also have won here by 21. B×Kt (B×B) 22. Kt×KP (P×Kt) 23. Q×P ch (Q—K 2) 24. Q×B c. but disdains such a prosaic procedure.

(*e*) If 22. P—KR 3 23. R×KB (P×Kt) 24. QB×KtP (Q×R) 25. B×Kt wins; for if now 25. B×B 26. Q—Q 8 ch, sacrificing the Queen, and mating next move.

(*f*) Truly splendid play!

(*g*) If 23. B×Q 24. B×Kt (Q—K 2) 25. R×QBP dis ch (K—B sq) 26. R×Q (K×R) 27. B×R wins. If 23. B×Q 24. B×Kt (B×Kt) 25. R×QBP dis ch followed by R—Q sq ch Black struggles hard to wriggle out of his opponent's clutches; but is like a dwarf in the grasp of a giant.

THE TWO KNIGHTS' DEFENCE.

SUPPLEMENTARY TABLE XXXVIII. (*see* TABLES XCIX. and C.).

1.	2.	3.	4.
P—K 4	Kt—KB 3	B—B 4	Kt—Kt 5
P—K 4	Kt—QB 3	Kt—B 3	P—Q 4

5. P×P
QKt—R 4

6. B—Kt 5 ch*
P—B 3

7. P×P
P×P

1.	2.	3.	4.	5.
8. B—Q 3? (*a*)	**8.** B—K 2			
B—QB 4	P—KR 3			
9. Castles	**9.** Kt—KR 3	**9.** Kt—KB 3		
Castles	B×Kt	P—K 5		
10. Kt—QB 3	**10.** P×B	**10.** Kt—K 5	**10.**	
B—Kt 3	Q—Q 4	Q—Q 5	B—Q 3	
11. B—K 2	**11.** B—B 3	**11.** P—KB 4	**11.** P—KB 4	**11.** P—Q 4
Kt—Q 4	P—K 5	B—QB 4	P—KKt 4	Q—B 2
12. P—Q 3	**12.** B—Kt 2 (*c*)	**12.** R—B sq	**12.** P—Q 4	**12.** P—KB 4
Kt—Kt 2	Q—K 4	Q—Q sq !	P×BP	Castles?
13. Kt—B 3	**13.** Q—K 2	**13.** P—KKt 3?	**13.** B×P	**13.** Castles
B—B 2	B—Q 3	B—R 6 +	Kt—Q 4	P—B 4
14. R—K sq	**14.** Kt—B 3		**14.** Castles (*g*)	**14.** P—B 3
P—KB 4 + (*b*)	Castles KR		Q—Kt 3	R—Kt sq
	15. P—Kt 3 (*d*)		**15.** Kt×KBP	**15.** K—R sq !
	Kt—Q 4		B×B	P×P
	16. B—Kt 2		**16.** B—R 5	**16.** P×P
	Kt—KB 5		Kt—K 6	Kt—Q 4
	17. Q—B sq		**17.** Q—Q 2	**17.** Kt—QB 3
	P—KB 4		Kt (R 4)—B 5	Kt×Kt
	18. Castles (*e*)		**18.** Kt×R dis ch	**18.** P×Kt
	Q—K 2		K—Q 2	B×Kt !
	19. R—Kt sq + (*f*)		**19.** Q—B 2	**19.** BP×B
			Q×QP	Q×BP
			20. Q×B +	**20.** B—Q 2
				Q—QR 6 !
				21. R—B sq +

* In the variation 6. P—Q 3 &c., *see* Table CIV., col. 1, note (*c*), White would get a lost game by 12. P—QKt 3, the move preferred by Bird.

(*a*) Gunsberg. Weak; for the reason that as the B is subsequently withdrawn to K 2 a move is lost.

(*b*) Gunsberg *v.* Tschigorin.

(*c*) In col. 1, Table XCIX., 12. Kt—B 3 is given.

(*d*) Steinitz recommends 15. P—Q 3 here.

(*e*) If 18. Kt—Q sq
Kt—Q 6 ch &c.

(*f*) Pollock *v.* Moehle. (The *International* says it is a most critical question whether White should not play 19. Q—R 6). Continued 19. B—R 6 20. Q—R 6 (Moehle prefers

20. B×B). 20. Q—B 4 21. B—B sq KR—Kt sq 22. Kt—R 4 Q—K 4 23. P—QB 3 B×B ch 24. K×B Q—Q 4

25. P—B 4 Q—K 4 ch 26. K—R 3 Kt—K 3 and Black ultimately won.

(*g*) Col. 4, Steinitz gives 14. Q—Q 2, *see* p. 114, note (*e*), which loses for White. "Boomerang," in the *Chess Monthly*, suggests 14. Castles and if then 14. Kt×B 15. R×Kt B×Kt 16. R×KP !+ We believe that "Boomerang" is right, and that White should get the better game ultimately, though we do not see why Black should at once capture the Bishop. (*See* col. 4 above.) In any case Black gets a bad game.

SUPPLEMENTARY TABLE XXXIX. (*see* TABLES XCIX. and C.).

1.	2.	3.	4.
P—K 4	Kt—KB 3	B—B 4	Kt—Kt 5
P—K 4	Kt—QB 3	Kt—B 3	P—Q 4
5. P×P	6. B—Kt 5 ch	7. P×P	
Kt—QR 4	P—B 3	P×P	

	1.	2.	3.	4.	5.
8.	B—K 2				
	P—KR 3				
9.	Kt—KR 3				9. —
	B—QB 4 (*a*)				B—Q 3
10.	P—Q 3				10. P—Q 3
	Castles				Castles
11.	Kt—B 3				11. Kt—B 3+
	Kt—Q 4				
12.	Kt—R 4				
	B—Q 3				
13.	Kt—Kt sq				
	P—KB 4				
14.	P—QB 3				
	B—Q 2				
15.	P—Q 4 (*b*)				
	P—K 5 (*c*)				
16.	P—QB 4			16. —	
	Kt—K 2			Kt—KB 3 ! —	
17.	P—QKt 3 !+	17. Kt—QB 3	17. Kt—B 5 ?		
		B—K 3	B×Kt		
		18. P—QKt 3	18. P×B		
		B—Kt 5	Kt—Kt 2		
		19. B—Kt 2	19. Q—Q 4		
		P—B 5	P—B 5		
		20. Q—B 2	20. P—QKt 4		
		Q×P	P—QR 4		
		21. K—B sq	21. P—QR 3		
		P—B 6 (*d*)	Kt—KB 4+		

(*a*) As the Bishop has to be withrawn to Q 3 in three moves, we slightly prefer 9. B—Q 3 as in col. 5, though in any case White appears to get the better game.

(*b*) Challenging a break in the centre (Steinitz).

(*c*) Black must press his attack on K side, whilst White must try to wear out the attack and to win ultimately on the Q side with a majority of Pawns. (Steinitz, *International Chess Magazine*, December 1890.)

(*d*) Tschigorin *v.* Steinitz (Correspondence Match). Continued 22. P×P P×P

SUPPLEMENTARY TABLE XL. (*see* TABLE CVIII. p. 122, col. 1, and note (*a*)).

1. P—K 4	2. Kt—KB 3	3. B—B 4	4. P—Q 4 *	5. Castles
P—K 4	Kt—QB 3	Kt—B 3	P × P	Kt × P

1.	2.	3.	4.	5.
6. R—K sq				
P—Q 4 !				
7. B × P				
Q × B				
8. Kt—B 3				
Q—QB 5 ! (*a*)				
9. Kt × Kt	9. R × Kt ch			
B—K 3	B—K 3			
10. P—QKt 3	10. B—KKt 5 !(*c*)	10.		10. Kt × P ?
Q—Q 4	B—K 2 !	B—QB 4 ?		Castles QR
11. B—Kt 5	11. B × B	11. Kt—Q 2		11. B—K 3
B—K 2	K × B	Q—R 3		B—B 4 +
12. B × B	12. Kt × P	12. Kt—Kt 3		
K × B	Kt × Kt	B—Kt 3		
13. Q—B sq	13. R × Kt	13. Kt—Q 5	13.	
QR—K sq	KR—Q sq	P—KR 3	Castles KR	
14. Q—R 3 ch	14. R × Q	14. Kt—B 5	14. Kt—B 6 ch	
K—Q sq	R × Q ch	Q—Kt 4	P × Kt	
15. P—QB 4	15. R × R—	15. R × B ch	15. B × BP +	
Q—KR 4	B × R—	K—B sq !		
16. QR—Q sq		16. Kt—Q 7 ch		
B—Kt 5 ! + (*b*)		K—Kt sq		
		17. Q—Kt 4		
		P—KR 4		
		18. Kt(Q 5)B 6 ch		
		P × Kt		
		19. B—R 6 dis ch		
		wins (*d*)		

* Or 4. Castles — *see* Table CX., col. 1, where the weaker continuation 5. P—Q 4 is given. Kt × P

White, however, may equalise by 5. B—Q 5 or 5. Kt—QB 3 Steinitz gives 5. P—Q 3 which Ranken condemns.

(*a*) Declared best by Wayte.

(*b*) In Table CVIII., col. 1, p. 122, the game is dismissed as even on White's 16th move. Wayte, however, considers that 16. B—Kt 5 yields Black the better game (*British Chess Magazine*, p. 277); and we entirely concur, as Black has a pawn *plus*, and White cannot afford to sacrifice anything.

(*c*) Another improvement! In note (*a*), p. 122, Table CVIII., the inferior move 10. Kt × P only is given, which results favourably for Black.

(*d*) Prince Dadian of Mingrelia *v.* Bitcham.

THE QUEEN'S BISHOP'S PAWN'S GAME IN THE KING'S KNIGHT'S OPENING.

SUPPLEMENTARY TABLE XLI. (*see* TABLE CXI., col. 4; TABLE CXIV., cols. 1 and 2).

1. P—K 4 / P—K 4 **2.** Kt—KB 3 / Kt—QB 3 **3.** P—B 3

1.	2.	3.	4.	5.
3. P—Q 4	**3.** Kt—B 3			
4. Q—R 4	**4.** P—Q 4			**4.** P×P?
P×P	Kt×KP			**5.** P—K 5
5. Kt×P	**5.** P—Q 5			Kt—Q 4
Q—Q 4	Kt—Kt sq			**6.** B—QKt 5
6. Kt×Kt	**6.** B—Q 3		**6.** Kt—B 4 (*g*)	P—QR 3
P×Kt	Kt—KB 3		**7.** Kt×P	**7.** B—R 4+
7. B—B 4	**7.** Kt×P	**7.** B—B 4	Kt×B ch	
Q—Q 3 !	P—Q 3 (*c*)	**8.** Castles	**8.** Kt×Kt	
8. Castles (*a*)	**8.** B—Kt 5 ch	Castles	P—Q 3	
B—K 2	B—Q 2	**9.** P—QKt 4	**9.** Castles	
9. P—Q 3	**9.** Kt×B	B—Kt 3 (*e*)	B—K 2	
P×P	QKt×Kt	**10.** B—KKt 5 !	**10.** Kt—Q 2	
10. B×P (*b*)	**10.** Castles	P—KR 3	Castles	
B—Q 2	B—K 2	**11.** B—R 4	**11.** Kt—B 3	
11. R—Q sq	**11.** B—Kt 5	P—Q 3	B—B 4	
Kt—B 3	Castles	**12.** Kt—B 4	**12.** Kt—Q 4	
12. Kt—R 3	**12.** QB×Kt	QKt—Q 2	B×Kt	
Kt—Kt 5	B×B !	**13.** P—R 4	**13.** Q×B	
13. B—KB 4	**13.** Kt—Q 2	P—R 3	B—B 2	
Q—QB 4	Kt—B 4	**14.** Kt×B	**14.** B—K 3 !—	
14. B—Kt 3 —	**14.** Q—Kt 4 ! (*d*)	Kt×Kt	—	
P—KR 4 !—	P—QR 3	**15.** P—QB 4		
	15. B—B 4	QKt—Q 2		
	R—K sq	**16.** P—B 4+ (*f*)		
	16. KR—K sq—			
	Q—Q 2 —			

(*a*) The 8th and 9th moves of each player may be transposed in this variation, thus 8. P—Q 3 / P×P

9. Castles / B—K 2 &c.

(*b*) In col. 4, Table CXI., the game is dismissed here in White's favour. Steinitz, however, in the *International*, gives the continuation in col. 1 above as leading to an even game.

(*c*) Weiss *v.* Tschigorin. The "books" only give 7. as in col. 1, Table CXIV.

(*d*) If 14. P—QKt 4 ? / P—QR 3 15. P×Kt / P×B 16. P×P / B×P 17. B—B 4 / R—B sq / P—Kt 5 18. P×P / Q×QP+

(*e*) In Table CXIV., this continuation is omitted.

(*f*) Tschigorin *v.* Gunsberg. Ranken now suggests 16. R—K sq for Black.

(*g*) Weiss *v.* Tschigorin (New York Tourney).

SUPPLEMENTARY TABLE XLII. (*see* TABLE CXIV., col. 2, note (*c*)).

1. P—K 4 / P—K 4	**2.** Kt—KB 3 / Kt—QB 3	**3.** P—B 3 / Kt—B 3	**4.** P—Q 4 / Kt×KP	
	5. P—Q 5 / B—B 4?	**6.** P×Kt / Kt×BP	**7.** Q—Q 5 / B—Kt 3*	

1.	2.	3.	4.	5.
8. B—QB 4! (*a*) / Castles			**8.** / Q—K 2? (*b*)	**8.** P×KtP / B×P
9. B—KKt 5 / KtP×P			**9.** R—B sq+	**9.** Q×B / Kt×R
10. Q×KP / Q—K sq		**10.** / R—K sq		**10.** B—KKt 5+ (*c*)
11. R—B sq / P—Q 4	**11.** / P—Q 3	**11.** B×Q / R×Q ch		
12. B—K 2 / Q×Q	**12.** Q—K 2 / Q×Q ch	**12.** Kt×R / Kt×R		
13. Kt×Q / P—B 3	**13.** K×Q / R—K sq ch	**13.** B—R 4+		
14. Kt×BP / P×B	**14.** K—Q 2+			
15. Kt—K 7 ch / K—R sq				
16. Kt×P / B—QB 4				
17. P—QKt 4 wins				

---

* Ranken and Freeborough (*Ancient and Modern Chess*, p. 49), wrongly conclude in Black's favour.

(*a*) Suggested by Mr. Muller, who has given us the above analysis in col. 1.

(*b*) The *Handbuch* gives this weak move, which Muller demolishes by 9. R—B sq as above.

A single author may be excused for a good many oversights; but the extraordinary blunders of the *Handbuch*—the compilation of so many master Teuton spectacular minds—are well nigh inexplicable.

(*c*) See also note (*c*), Table CXIV.

THE KING'S BISHOP'S OPENING.

SUPPLEMENTARY TABLE XLIII.

1. P—K 4 — P—K 4 **2.** B—B 4 — B—B 4 *

1.	2.	3.	4.	5.
3. P—QB 3 (*a*) — Kt—KB 3			**3.** — P—Q 4	**3.** — Q—K 2 (*d*)
4. P—Q 4 — P×P			**4.** B×P — Kt—KB 3	**4.** Kt—KB 3 (*e*) — P—Q 3
5. P—K 5 — P—Q 4			**5.** Q—B 3! — Castles	**5.** Castles — B—K 3
6. B—Kt 5 ch — B—Q 2	**6.** B—Kt 3 — Kt—K 5	**6.** P×Kt? — P×B	**6.** P—Q 4 — P×P	**6.** Q—Kt 3 — B—Kt 3
7. B×B — KKt×B	**7.** P×P — Q—R 5	**7.** P×KtP — R—Kt sq	**7.** B—KKt 5 — P×P	**7.** B×B — Q×B
8. P×P — B—Kt 5 ch	**8.** B—K 3 — B—Kt 5 ch	**8.** Q—R 5 — Q—K 2 ch	**8.** Kt×P — QKt—Q 2	**8.** Q×Q — P×Q
9. Kt—QB 3 (*b*) — Castles	**9.** K—B sq — P—QB 3	**9.** K—Q sq — R×P	**9.** Castles— —	**9.** P—Q 4 — P×P
10. KKt—K 2 — P—QB 4	**10.** P—KKt 3 — B—R 6 ch	**10.** Kt—KB 3 — Kt—QB 3		**10.** P×P — — Kt—KB 3—
11. P×P — Kt×QBP	**11.** Kt×B — Q×Kt ch	**11.** R—K sq — B—K 3		
12. Castles — B×Kt	**12.** K—Kt sq — P—KR 3	**12.** R×B — Q×R		
13. Kt×B — P—Q 5	**13.** B—B 2— (*c*) —	**13.** Q×B — P—QKt 3		
14. K—K 2 — — Kt—QB 3—		**14.** Q—Kt 5 — R×P		
		15. P×P — P—QR 3+		

* If 2. P—QB 3 — 3. Q—K 2! — Kt—B 3 — 8. P—Kt 3 — P×P — 9. B×P ch — K×B — 10. Q—B 3 ch+

If 2. P—KB 4 — 3. P—Q 3! — Kt—KB 3 — 4. P—B 4! — P—Q 3! — 5. Kt—KB 3 — P×KP — 6. QP×P — B—KKt 5 — 7. P×P — B×Kt — 8. Q×B — P×P — 9. Q—QKt 3 — Q—B sq — 10. B—KKt 5+

(*a*) If 3. Kt—QB 3 or 3. Kt—KB 3 the opening transposes into the Vienna game or the *Giuoco Piano*. 3. P—QB 3 is the "classical" move favoured by Philidor and the earlier writers of the Modenese school.

(*b*) Or 9. B—Q 2 (*Handbuch*).

(*c*) The *Handbuch* considers the game equal, but Staunton (*Theory and Practice*, p. 100) slightly prefers White.

(*d*) If 3. Kt—QB 3 — 4. P—Q 4 — B—Kt 3! — 5. Kt—K 2 — Kt—B 3 — 6. Q—Q 3 — Castles — If 3. Q—Kt 4 — 4. Q—B 3

(if 4. K—B sq — Q—K 2 — 5. P—Q 4 — B—Kt 3 — 6. Kt—KB 3 — P—Q 3) 4. Q—Kt 3! — 5. Kt—K 2 — Kt—QB 3 — or 5. P—Q 3—

(*e*) If 4. P—Q 4? — P×P — 5. P×P — Q×KP ch — 6. Kt—K 2 — B—Kt 5 ch — 7. B—Q 2 — B×B ch — 8. Kt×B — Q—K 2 — 9. Castles — Kt—KB 3+ — or 9. Q—Q sq +

N.B.—In Table CXXVII., p. 143, col. 4, a better continuation for White than 4. P—QB 3 &c. is 4. Kt—KB 3 — B—B 4 — 5. Kt—Kt 5 — P—Q 4 — 6. P×P — Kt×P — 7. P—Q 3! — Castles — 8. QKt—B 3 — KKt—B 3 — 9. QKt—K 4 — Kt—Q 5 — 10. Q—Q sq — 11. P—QB 3 — i—B 4 — 12. Q—Kt 3 — Q—K 2 — 13. B—Q 2 — Kt×Kt — 14. Kt×Kt — K—R sq — 15. Castles QR— Kt—Q 3 —

SUPPLEMENTARY TABLE XLIV.—(McDonnell's Double Gambit.)

1. P—K 4	2. B—B 4	3. P—QKt 4?
P—K 4	B—B 4	B×KtP

1.	2.	3.	4.	5.
4. P—B 4		**4.**		**4.** P—B 3
P—Q 4		P×P (*d*)		B—B 4
5. P×QP (*a*)		**5.** Kt—KB 3		**5.** Kt—KB 3
P—K 5		P—Q 4		transposes into
6. Kt—K 2		**6.** P×P	**6.** B×P	the Evans
Kt—KB 3		Kt—KB 3	Kt—KB 3	Gambit.
7. P—B 3	**7.** Castles	**7.** P—B 3	**7.** P—B 3	
B—QB 4	Castles	B—Q 3+	Kt×B !+	
8. P—Q 4	**8.** QKt—B 3			
P×P *en pass.*	P—B 3			
9. Q×P	**9.** P×P			
Castles	Kt×P			
10. B—R 3	**10.** K—R sq			
B×B	B—KKt 5+(*c*)			
11. Kt×B				
B—Kt 5				
12. Castles KR(*b*)				
B×Kt				
13. Q×B				
Kt×P				
14. Q—B 3				
P—QB 3				
15. QR—Kt sq				
Q—K 2				
16. B×Kt				
P×B+				

(*a*) If 5. B×P 6. P—B 3 7. P×B 8. P×P 9. Q—B 2
P—QB 3 P×B P×KP Q—Q 5 B—B 4+

(*b*) Wormald (*Chess Openings*, p. 149) observes that White has no inferiority; but the continuation in col. 1 above establishes a contrary conclusion.

(*c*) McDonnell *v.* Labourdonnais.

(*d*) Shown to be good by the Rev. T. C. Sanders, although condemned by nearly all the "books."

THE SALVIO GAMBIT.

SUPPLEMENTARY TABLE XLV.—Vienna Defence (*see* Table CXXXVIII., col. 1, p. 156).

1. P—K 4 P—K 4	**2.** P—KB 4 P×P	**3.** Kt—KB 3 P—KKt 4	**4.** B—B 4 P—Kt 5
	5. Kt—K 5 Q—R 5 ch	**6.** K—B sq Kt—QB 3	

1.	2.	3.	4.	5.
7. Kt×BP B—B 4			**7.** Kt—B 3	
8. Q—K sq (*a*) P—Kt 6			**8.** Kt×R P—B 6	
9. Kt×R (*b*) B—B 7		**9.** P—B 3 B—B 7	**9.** P—Q 4 ! Kt—K 4	
10. Q—Q sq ! Kt—B 3 !	**10.** P—Q 4 ?	**10.** Q—Q sq ! Kt—B 3	**10.** B—Q 3 Kt—R 4 +	**10.** P×Kt ? B—B 4
11. P—Q 4 P—Q 4	**11.** P×P B—Kt 5	**11.** Kt×R ! P—Q 4		**11.** Q—K sq P×P ch
12. P×P B—Kt 5	**12.** B—K 2 Kt—K 4	**12.** P×QP B—Kt 5		**12.** K—K 2 P—Kt 6 wins
13. B—K 2 QKt×P	**13.** P×P ! +	**13.** B—K 2 Kt—K 4 +		
14. B×B Kt×B +				

(*a*) If 8. P—Q 4 9. Q—K sq 10. K×Q 11. Kt×Kt
B×P Q×Q ch Kt—K 4 B×Kt +

(*b*) If 9. P—Q 4
B×P &c.

THE ALGAIER-KIESERITZKY GAMBIT.

SUPPLEMENTARY TABLE XLVI. (*see* TABLE CXLV., p, 166, col. 5).

1. P—K 4 P—K 4	**2.** P—KB 4 P×P	**3.** Kt—KB 3 P—KKt 4	**4.** P—KR 4 P—Kt 5	
	5. Kt—K 5 B—Kt 2	**6.** P—Q 4 Kt—KB 3		

1.	2.	3.	4.	5.
7. B—QB 4 P—Q 4				
8. P×P Castles				
9. Kt—QB 3 Kt—KR 4 !		**9.** P—QB 4 ? (*b*)		**9.** B×P Kt×P
10. Kt—K 2 P—QB 4 + (*a*)	**10.** Kt×KtP ? Kt—Kt 6	**10.** P×P *en pass* ! Kt×P	**10.** QB×P ? Kt—R 4	**10.** P—KKt 3 P—QB 4
	11. R—R 2 Q—K 2 ch	**11.** Kt×Kt P×Kt	**11.** P—KKt 3 P×P	**11.** P—B 3 P×P
	12. K—B 2 ! P—KR 4	**12.** QB×P Kt—R 4	**12.** Q×P Kt—QB 3	**12.** P×P Kt×B
	13. Kt—K 5 B×Kt wins	**13.** B—K 5 + (*c*)	**13.** Kt×Kt P×Kt	**13.** P×Kt Q—Kt 3
			14. Q—Q 2 R—K sq ch +	**14.** R—R 2 Kt—B 3 +

(*a*) Gattie, in the *Chess Monthly*, marks this move as best. In Table CXLV., col. 5, we give 10. Q—KB 3 In either case Black has a good game.

(*b*) The *Handbuch* gives this feeble move and the weak continuation in col. 4.

(*c*) Blackburne *v.* Zukertort.

(PHILIDOR'S DEFENCE.)

SUPPLEMENTARY TABLE XLVII. (*see* TABLE CXLVIII. (Philidor's Defence), col. 1, p. 169, note (*a*)).

1. P—K 4 P—K 4 **2.** P—KB 4 P×P **3.** Kt—KB 3 P—KKt 4 **4.** P—KR 4 P—Kt 5
5. Kt—K 5 Kt—KB 3 **6.** B—B 4 P—Q 4 **7.** P×P B—Kt 2

1.	2.	3.	4.	5.
8. P—Q 4	**8.** Castles		**8.** B—Kt 5 ch	**8.** P—Q 6
Castles (*a*)	Castles		P—B 3	Castles
9. Castles (*b*)	**9.** Kt—QB 3	**9.** R×P	**9.** P×P	**9.** Kt×BP
P—B 4 (*c*)	Kt—R 4	Kt—R 4	Castles	R×Kt
10. P—B 3 (*d*)	**10.** Kt×KtP!	**10.** R—K 4	**10.** P×P	**10.** B×R
P×P	B—Q 5 ch	B—B 4	B×P	K×B
11. P×P!	**11.** Kt—B 2	**11.** R—K sq	**11.** P—Q 4	**11.** P×P
Kt×P	Q×RP	Q×RP+	B×P	Q—K 2 ch
12. B×Kt	**12.** Kt—K 2		**12.** R—Kt sq	**12.** Q—K 2
Q×B	B—Kt 5		P—B 6+	Q×Q ch
13. Kt—QB 3 (*e*)	**13.** Q—K sq			**13.** K×Q
Q—Q sq	QB×Kt wins			Kt—B 3+ (*g*)
14. Kt×KtP (*f*)				
B×P ch				
15. Kt—B 2				
Kt—B 3				
16. Q—R 5				
Kt—K 4				
17. B×P				
B—KKt 5+				

(*g*) The defence 5. Kt—KB 3 is perfectly sound and satisfactory, its validity only having been put in doubt in a superficial analysis by the late Mr. Wisker, who was not a theorist, and against whose vagaries, like those of Messrs. Bird and McDonnell, the student needs to be cautioned.

(*a*) Transposing into the Paulsen Defence of 5. Kt—K 5 B—Kt 2 6. P—Q 4 Kt—KB 3 7. B—QB 4 P—Q 4 8. P×QP &c., where the same position as in col. 1 above is brought about by a totally different train of play. Black may also advantageously play here 8. Castles 9. B—Kt 5 ch P—B 3 10. P×P Castles 11. P×KtP QB×P+

(*b*) If 9. Kt—QB 3 Kt—R 4! 10. Kt—K 2 (if 10. Kt×KtP Kt—Kt 6 11. R—R 2 Q—K 2 ch 12. K—B 2! P—KR 4 13. Kt—K 5 B×Kt wins) 10. Q—B 3 11. Castles P—B 6 wins. The *Handbuch* gives 9. Kt—QB 3 P—QB 4 10. B×P Kt—R 4 11. P—KKt 3 P×QP 12. Q×P Kt—QB 3 13. Kt×Kt P×Kt 14. Q—Q 2 R—K sq ch+ If, however, 9. QB×P Kt×QP 10. B×Kt Q×B 11. Castles Kt—B 3 12. Kt×Kt P×Kt 13. B—K 3 P—QB 4+ If, in this variation, 11. P—QB 4? 12. Kt—QB 3 (if 12. P—B 3 P—KB 4+) 12. Q×P ch 13. Q×Q P×Q 14. Kt—Q 5+ (*Handbuch*).

(*c*) Or 9. Kt×P

(*d*) If 10. P×P *en pass.* Kt×P 11. Kt×Kt P×Kt 12. QB×P Kt—R 4 wins. If 10. B×P P×P+ or 10. Q—Kt 3+

(*e*) If 13. B×P Kt—B 3+ or 13. R—Q sq+

(*f*) *Handbuch.* If 14. B×P Kt—B 3 15. Kt×KtP (if 15. Kt×Kt P×Kt+) 15. B×P ch 16. Kt—B 2 Q×RP+

SUPPLEMENTARY TABLE XLVIII. (*see* TABLE CXLVIII., col. 5).

1.	2.	3.	4.	5.
P—K 4	P—KB 4	Kt—KB 3	P—KR 4	Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	Kt—KB 3*
6. B—B 4	7. P×P	8. P—Q 4		
P—Q 4	B—Q 3	Kt—R 4 !		

1.	2.	3.	4.	5
9. Kt—QB 3	9.		9. B—Kt 5 ch	9.
Q—K 2	Castles		P—B 3 !	K—B sq ?
10. B—Kt 5 ch	10. Kt—K 2	10. Castles (*e*)	10. P×P	10. Castles !
P—B 3 !	P—KB 3 ?	Q×P	P×P	Q×R P
11. P×P	11. Kt—Q 3	11. R×P	11. Kt×QBP	11. B×P
P×P	Q—K sq ! (*c*)	Kt×R	Kt×Kt	P—Kt 6
12. Kt—Q 5	12. Castles	12. B×Kt	12. B×Kt ch	12. B—R 6 ch
Q—K 3 ? (*a*)	P—B 6	P—Kt 6	K—B sq	K—Kt sq
13. Kt—B 7 ch	13. QKt—KB 4	13. Q—B 3	13. B×R	13. R—B 3
B×Kt	Kt—Kt 6	P—KB 3	Kt—Kt 6	Q—R 7 ch
14. B—B 4	14. R—K sq	14. Q×P ch	14. R—R 2	14. K—B sq
Q—K2(orB4)	Kt—K 7 ch	Q×Q	Q—K 2 ch (*g*)	Q—R 8 ch
15. B×P ch	15. Kt×Kt	15. B×Q	15. K—B 2	15. K—K 2
K—B sq	P×Kt	P×Kt	Kt—K 5 ch	Q×P ch
16. B×Kt	16. Q×P	16. P×P	16. B×Kt	16. K—K 3
B×Kt	Q—R 4	B—B 4 ch	P—Kt 6 ch	P—KB 3
17. P×B ! (*b*)	17. B—B 4	17. K—R sq	17. K—Kt sq	17. B—QB 4
Q×P ch	Q×RP	R—B 4	P×R ch	P×Kt
18. Q—K 2	18. P—KKt 3	18. Kt—K 4	18. K—R sq	18. R—B 8 ch
Q×B	Q—R 4	B—Q 5	Q×B	B×R
19. B×P+	19. B×B	19. Kt—B 6 ch	19. Kt—B 3	19. P—Q 6 dis ch
	P×B	K—B 2	Q—Kt 3	Q—Q 4
	20. Kt—KB4+ (*d*)	20. B—Q 3	20. P—R 5	20. B×Q ch wins
		R×Kt+ (*f*)	Q—Kt 2 wins	

* In the *Westminster Papers*, February 1873, Wisker condemns this defence as follows:—"It is now as completely exploded as the Sicilian or the Damiano Gambit" (!)—an appalling sample of stupendous theoretical ignorance, inasmuch as all authorities, including the *Chess Players' Chronicle*, June 1873, p. 263, recognise it as one of the safest and best defences. In the interest of the student, such bogus theory deserves exposure, because the Damiano Gambit is an utterly lost game, while the immortal Philidor's Defence 5. Kt—KB 3 condemed by the would-be critic in question, yields Black a winning game, as shown in our previous analysis.

(*a*) *See* Table CXLVIII., cols. 3 and 4, where the winning continuations for Black 12. Q—Qsq and 12. Q—QKt 2 are given, and col. 5; also Table CXLIX., col. 1. The bad move 12. Q—K 3 is given by the *Handbuch*, Wormald, and Bird.

(*b*) Once more Bird gives an inferior move, viz. 17. Castles Col. 1 gives an important variation on Black's 15th move, omitted in Table CXLVIII., col. 5.

(*c*) If 11. Q—K 2 12. QB×P &c.

(*d*) Gossip *v.* Steinitz.

(*e*) If 10. Kt×KtP Kt—Kt 6+

(*f*) Wayte *v.* Thorold. Continued: 21. P×R B×KtP 22. R—QKt sq B×P 23. B×BP Kt—R 3 24. B×Kt P×B wins.

(*g*) This variation is not given in Table CL. Col. 5 above, is from *Games of the Congress*, p. 93.

SUPPLEMENTARY TABLE XLIX. (*see* TABLE CXLIX., col. 1).

1. P—K 4	2. P—KB 4	3. Kt—KB 3	4. P—KR 4
P—K 4	P×P	P—KKt 4	P—Kt 5

5. Kt—K 5	6. B—B 4	7. P×P
Kt—KB 3	P—Q 4	

1.	2.	3.	4.	5.
7. B—Q 3				7. B—Kt 2 *
8. P—Q 4			8. Q—K 2 ?	8. Kt—QB 3
Kt—R 4 !				Castles
9. Kt—QB 3			9. Castles	9. P—Q 4
Q—K 2			B×Kt	Kt—R 4 !
10. B—Kt 5 ch	10. K—Q sq ?		10. P×B	10. Kt—K 2
K—B sq ?			Kt—R 4	P—QB 4 !
11. Castles	11. Castles		11. Q—Q 4	11. P—B 3
B×Kt	B×Kt		Q×RP	P×P
12. P×B	12. P×B	12. Q×KP	12. P—K 6	12. P×P
Q×RP	Q×RP	13. R—K sq +	P—KB 3	Kt—Q 2 !
13. B×P	13. R×P		13. B×P	13. KKt×KBP !
P—Kt 6	Kt×R		P—Kt 6	Q—B 3 (*a*)
14. B—R 6 ch	14. B×Kt		14. R—B 3	14. Kt—Kt 5
Kt—Kt 2	P—Kt 6		Q—R 7 ch	Kt—Kt 3
15. R×P ch	15. Q—B 3		15. K—B sq	15. B—Kt 3
K×R	R—Kt sq		Q—R 8 ch	P—KR 3 !
16. Q—B 3 ch	16. P—K 6		16. Q—Kt sq	16. Kt—K 6 !
K—Kt sq	P×P		Q—R 5	P—B 6 ! (*b*)
17. P—K 6 wins	17. B×KtP		17. B—Kt 5 ch	17. P×P
	Q—Kt 4		P—B 3	P×P
	18. Q—B 7		18. B×Kt	18. Kt(K 2)—B 4
	P—K 4		R×B	Kt×Kt
	19. Q×R ch		19. P×P +	19. B×Kt !
	Q×Q			B×Kt
	20. B—R 4 ch wins			20. B—K 5 —
				B—Kt 5 ! — (*c*)

* Transposing into Paulsen's Defence, *see* note (*a*), Table CXLVIII., col. 1, p. 169. Col. 4. From *La Régence* (Kölisch).

(*a*) If 13. R×Kt 14. P—Q 6 Kt—Kt 3 15. B×R ch K×B 16. Castles — P—B 6 — or 16. Q×QP —

(*b*) If 16. B×Kt ? 17. P×B K—R sq 18. Q—Q 3 Q—B 4 19. Q×Q R×Q 20. Castles P—B 6 21. B—K 3 +

(*c*) Col. 5 continued 21. P—Q 6 ch K—R 2 22. B—B 2 ch — K—Kt sq ! —

SUPPLEMENTARY TABLE L. (*see* TABLE CLII., p. 173).

1. P—K 4 P—K 4 **2.** P—KB 4 P×P **3.** Kt—KB 3 P—KKt 4 **4.** P—KR 4 P—Kt 5
5. Kt—K 5 P—KR 4 **6.** B—B 4

1.	2.	3.	4.	5.
6. R—R 2 !		**6.** Kt—KR 3		
7. P—Q 4 Q—B 3 (*a*)		**7.** P—Q 4 P—Q 3		
8. Kt—QB 3 ! Kt—K 2		**8.** Kt—Q 3 ! P—B 6		
9. Castles ! B—R 3		**9.** P×P ! (*g*) B—K 2 !		
10. QB×P B×B		**10.** B—K 3 ! B×P ch		
11. P—KKt 3 B—K 6 ch (*b*)		**11.** K—Q 2 P×P		**11.** Kt—B 3
12. K—Kt 2 Q—QKt 3	**12.** Q—R sq	**12.** Q×P B—Kt 5		**12.** Kt—B 3 P×P
13. B×P ch R×B	**13.** B×P ch R×B	**13.** Q—B 4 ! Kt—B 3	**13.** Q—B sq ?(*i*) B—KKt 4	**13.** Q×P B—Kt 5
14. R×R Q—KR 3 (*c*)	**14.** Kt×R Q×P	**14.** Kt—B 3 Kt×P	**14.** Kt—KB 4 Kt—QB 3	**14.** Q—B 4 Kt×P
15. R×Kt ch K×R	**15.** Kt—QKt 5 Q×P ch	**15.** B×Kt B—Kt 4	**15.** Kt—QB 3 Kt—QR 4+	**15.** B×Kt B—Kt 4
16. Kt—Q 5 ch K—K sq ! (*d*)	**16.** K—R 2 B—Kt 8 ch	**16.** B×R B×Q ch		**16.** B×R B×Q ch
17. Kt×P ch K—K 2	**17.** K×B Q—K 6 ch	**17.** Kt×B Q—Kt 4		**17.** Kt×B Q—Kt 4
18. Q—KB sq wins (*e*)	**18.** K—R 2 wins (*f*)	**18.** QKt—Q 5+(*h*)		**18.** Kt—Q 5+

(*a*) After 7. P—Q 3 8. Kt×BP, Zukertort asserted in the *City of London Chess Magazine* February 1875, p. 20, that White obtained a won game"; but he is utterly wrong, as shown in col. 1, Table CLII.

(*b*) In the same Magazine for January 1875, p. 309, Zukertort prefers 11. B×Kt which would simply lose the game off-hand by 12. R×Q B×R 13. P—K 5 B—R sq 14. Q—Q 3 &c.

(*c*) If 14. Q×QP 15. Q—KB sq B—R 3 16. R—B 8 ch wins.

(*d*) If 16. K—K 3 17. Q—KB sq Q—Kt 2 18. Q—B 5 ch wins.

(*e*) Continued 18. Q—Kt 2 19. Kt—Q 5 ch K—K sq 20. Kt×B wins.

(*f*) Continued 18. Kt—R 3 19. Kt×P ch Kt×Kt 20. Kt—Q 6 ch K—Q sq 21. R—B 8 ch Kt—K sq 22. R×Kt ch K—B 2 23. Kt—Kt 5 ch K—B or Kt 3 24. Q—Q 6 ch K×Kt 25. P—R 4 ch K—B 5 26. R×Kt wins (Pierce and Nash).

(*g*) Or 9. P—KKt 3 P—Q 4 10. P×P Kt—B 4 11. K—B 2 Kt×QP (If 11. B—K 2 12. Kt—K 5 &c.) 12. B—KKt 5 &c.

(*h*) Col. 3 continued also 18. QR—KB sq P—QB 3 19. B—Q 4 P—QKt 4 20. B—Kt 3 P—Kt 5 21. Kt—K 2 B×Kt 22. K×B Kt—Kt 5 23. B×P ch K—Q 2 24. B—K 6 ch+

(*i*) Bird, in his book, only gives this weak move, and wrongly conducts to the advantage of Black a variation that should obviously result in favour of White, *see* col. 3.

SUPPLEMENTARY TABLE LI. (*see* TABLE CLIII., p. 174, cols. 4 and 5, and TABLE CLV., p. 176, col. 1).

1. P—K 4	**2.** P—KB 4	**3.** Kt—KB 3	**4.** P—KR 4	**5.** Kt—K 5
P—K 4	P×P	P—KKt 4	P—Kt 5	P—Q 3

1.	2.	3.	4.	5.
6. Kt×KtP			**6.**	
P—KB 4			B—K 2	
7. Kt—B 2		**7.** P×P?	**7.** P—Q 4	
Q—K 2 (*a*)		B×P	B×P ch	
8. Q—R 5 ch (*b*)		**8.** Kt—B 2! (*c*)	**8.** Kt—B 2	
K—Q sq		Kt—KB 3	Q—Kt 4	
9. Q—K 2+	**9.** P—Q 4?	**9.** P—Q 3	**9.** Q—B 3	
	Kt—KB 3	B—R 3	Kt—QB 3 (*d*)	
	10. Q—B 3	**10.** Q—B 3	**10.** Q×P	**10.** P—B 3?
	B—R 3	Kt—B 3	B×Kt ch	B—Kt 6
	11. B×P	**11.** B×P	**11.** K×B	**11.** Kt—QR 3
	P×P+	B×B	Q×Q ch	Kt—B 3
		12. Q×B	**12.** B×Q	**12.** Kt—Kt 5
		Q—Q 2+	Kt×P	B—Kt 5
			13. B—Q 3	**13.** Q×KB!
			P—KB 3	P×Q
			14. Kt—B 3	**14.** B×Q
			B—Q 2	P×Kt ch
			15. R—R 5—	**15.** K×P
			—	Kt×KP ch
				16. K—K 3
				Kt×B
				17. Kt×BP ch
				K—Q 2
				18. Kt×R
				B—K 3
				19. P—B 4
				P—Q 4+

(*a*) In Table CLIII., col. 4, the defence 7. Kt—KB 3 is analyzed.

(*b*) In order to prevent Black from Castling.

(*c*) In Table CLIII., col. 5, the inferior continuation 8. P—Q 4? is given.

(*d*) Or 9. B—Kt 6 10. Kt—B 3 Kt—KB 3 (if 10. Kt—QB 3 11. B—Kt 5 &c.) 11. B—Q 2 B—Q 2
12. B—Q 3 or 12. P—Q 5—
—

THE LIMITED BISHOP'S GAMBIT.

SUPPLEMENTARY TABLE LII.

1. P—K 4 / P—K 4 **2.** P—KB 4 / P×P **3.** B—K 2?*

	1.	2.	3.	4.	5.
3.	P—KB 4				
4.	P—K 5 / P—Q 3				
5.	P×P / Q—R 5 ch	**5.** Kt—KB 3 / P×P			
6.	K—B sq / B×P	**6.** Kt×P / Q—R 5 ch			
7.	P—Q 4 / Kt—K 2	**7.** K—B sq / B—Q 3			
8.	Kt—KB 3 / Q—B 3	**8.** Kt—KB 3 / Q—B 3	**8.** P—Q 4 / B×Kt		
9.	P—B 4 / P—B 3	**9.** P—Q 4 / Kt—K 2	**9.** P×B / Kt—QB 3+ (*a*)		
10.	P—B 5 / B—B 2	**10.** P—B 4 / P—B 3			
11.	Kt—B 3 / B—K 3	**11.** Kt—B 3 / Kt—Q 2			
12.	P—KR 4 / Kt—Q 2+	**12.** B—Q 2 / Castles!+			

* On general principles this move is weak, being of a defensive, instead of an aggressive, nature. This is obvious to the most limited comprehension, the accepted designation of the opening being very appropriate. Shallow theorists have recommended it, but it is hardly likely, we think, ever to become popular.

(*a*) Followed by B—Q 2 and Castles QR and KKt—K 2 with much the better game.

THE HAMPE-ALGAIER GAMBIT.

SUPPLEMENTARY TABLE LIII. (*see* TABLE CLXI., cols. 4 and 5, p. 182).

1.	2.	3.	4.
P—K 4	Kt—QB 3	P—B 4	Kt—B 3
P—K 4	Kt—QB 3	P×P	P—KKt 4

5.	6.	7.
P—KR 4	Kt—KKt 5	Kt×P
P—Kt 5	P—KR 3	K×Kt

1.	2.	3.	4.	5.
8. P—Q 4				
P—Q 4!				
9. P×P!			**9.** Kt×P?	**9.** B×P?
QKt—K 2?			B—K 3	B—Kt 2+
10. B×P		**10.** B—QB 4	**10.** B—B 4	
Kt—Kt 3		K—Kt 2!	Kt—B 3	
11. B—K 5	**11.**	**11.** Castles? (*c*)	**11.** B×P	
B—Kt 2!+	B—Q 3?	P—B 6	Kt×Kt	
	12. B×R	**12.** P×P	**12.** P×Kt	
	B—Kt 6 ch	P—Kt 6	B×P	
	13. K—Q 2	**13.** B—B 4	**13.** B×B ch	
	B—B 5 ch	Kt—B 4+	Q×B+	
	14. K—Q 3 (*a*)			
	B—B 4 ch			
	15. K—B 4			
	P—Kt 4 ch			
	16. K—Kt 3			
	Kt×B (*b*)			
	17. B×P+			

(*a*) If 14. K—K sq
B—Kt 6 ch and draws.

(*b*) If 16. ———
P—Kt 5 17. Kt—R 4 &c.

(*c*) In Table CLXI., col. 5, the stronger continuation 11. B×KBP is given. The weaker variations, in cols. 3, 4, and 5 above, are given for the benefit of the student, and als in order, if possible, to muzzle the rabid critics.

THE STEINITZ GAMBIT.

SUPPLEMENTARY TABLE LIV. (*see* TABLE CLXXXIII., p. 209, col. 2, and note (*b*)).

1. P—K 4	**5.** K—K 2	**9.** P×P ch	**13.** K—B 4	**16.** Kt—K 5
P—K 4	P—Q 4	K—Kt sq	B—K 3 ch	Kt—Q 2 ch
2. Kt—QB 3	**6.** P×P	**10.** QKt—Kt 5	**14.** K×B	**17.** K—Kt 5
Kt—QB 3	B—Kt 5 ch	Kt—B 3	P—QR 4	Q×Q
3. P—B 4	**7.** Kt—B 3	**11.** P—B 3	**15.** Kt×BP	**18.** B×P
P×P	Castles	KR—K sq ch	Q—R 4 ch	
4. P—Q 4	**8.** P×Kt!	**12.** K—Q 3		
Q—R 5 ch	B—QB 4	B—B 4 ch		

1.	2.	3.	4.	5.
18. Q×R (*a*)				
19. K—R 6		**19.** Kt×Kt (*b*)		
K×Kt				
20. Kt×P dis ch		**20.** B×Kt wins		
K—B 3				
21. Kt×R ch	**21.**			
K—Q 4	R×Kt			
22. B—B4ch wins	**22.** B—Kt 5 ch wins			

(*a*) 18. Q—R 4 seems better. If, then, 19. K—R 6 K×Kt 20. Kt×P dis ch K—B 3 21. B—Kt 5 ch K—Q 4+

(*b*) *See also* note (*b*), p. 209, Table CLXXXIII., where this inferior continuation is given, followed by 20. Kt×R by Freeborough and Ranken, which yields Black the advantage; whereas by 19. Kt×Kt 20. B×Kt White, we believe, must win, as the White QB, if attacked, can be withdrawn to Kt 3.

VIENNA GAME.

SUPPLEMENTARY TABLE LV. (*see* TABLE CLXXXVII., p. 213, col. 5).

1. P—K 4	**2.** Kt—QB 3	**3.** P—B 4	**4.** BP×P	**5.** Q—K 2
P—K 4	Kt—KB 3	P—Q 4	Kt×P	

1.	2.	3.	4.	5.
5. Kt×Kt	**5.** Q—R 5 ch ?			
6. KtP×Kt	**6.** P—Kt 3			
Kt—B 3	Kt×P			
7. P—Q 4	**7.** Q—B 2			
B—K 2	Kt—B 4			
8. Kt—B 3	**8.** Q×Q			
Castles	Kt×Q			
9. B—B 4	**9.** Kt×P+			
P—B 3+				

ADDITIONS AND RECTIFICATIONS.

In Table LXX., p. 81, col. 3 (Max Lange's Attack), after 1. P—K 4 2. Kt—KB 3 P—K 4 Kt—QB 3 3. B—B 4 4. Castles 5. P—Q 4 6. P—K 5 7. P×Kt 8. R—K sq ch 9. B—Kt 5 B—B 4 Kt—B 3 P×P? P—Q 4 P×B K—B sq the new *Handbuch* is guilty of a double-barrelled blunder: for, in treating this important variation under the "Two Knights' Defence," where the same position occurs by a transposition of moves, it prefers the bad move 9. P×P ch (which is shown in Table LXX., col. 4, of the present treatise to yield White a lost game) to 9. B—Kt 5, the better course, which should win for White. Moreover, it was pointed out by Steinitz a dozen years back that 9. B—Kt 5 was better than 9. P×P ch Yet the *Handbuch* utterly ignores the analysis given on p. 31 of our first edition, published in 1879, and subsequently reproduced in *Chess Openings, Ancient and Modern* by Freeborough and Ranken, and after 9. B—Kt 5 10. B—R 6 ch 11. Kt—B 3 instead of P×P K—Kt sq 11. gives 11. 12. Kt—K 4 and wrongly decides in favour of Black. B—B 4 B—KKt 5 B—KB sq But, as pointed out by Wayte, 13. Q—Q 2 still gives White the better game; for if 13. B×Kt the opening of the KKt file is dangerous for Black, and if 13. to prevent Kt—K 4 P—B 4 14. B—Kt 5 follows. Again, the new *Handbuch* commits another unpardonable blunder in its analysis of this opening in the above variation when Black plays 8. instead of B—K 3 8. as above, and after the moves 8. 9. Kt—Kt 5 10. Kt—QB 3 11. P—KKt 4! K—B sq B—K 3 Q—Q 4 Q—B 4 Q—Kt 3 12. QKt—K 4 13. P—B 4 14. P—B 5 15. P×B actually prefers the Black, B—Kt 3 Castles QR B×P Q×P (B 4) when, as shown in Table LXXI., p. 82, col. 1, White gets much the better game by 16. P×P followed by K—R sq and R—KB sq Black's game being completely broken up. The blunder is quite inexcusable, as the whole of this important analysis, copied from Steinitz's review of Wormald's *Chess Openings* in the *City of London Chess Magazine*, is given on p. 35 of the first edition of the present work as far back as 1879. The *Handbuch* follows Staunton and Wormald, who erroneously preferred the Black. True, it gives the better continuation in another column—an amusing sample of self-stultification. Then, again, the new *Handbuch*, after the moves 1. P—K 4 2. Kt—KB 3 3. B—B 4 4. Castles 5. P—Q 4 6. Kt×B P—K 4 Kt—QB 3 B—B 4 Kt—B 3 B×P! Kt×Kt 7. P—B 4 8. P×P 9. B—KKt 5 (*see* our Table LXX., col. 1), instead of 9. shown P—Q 3 P×P Q—K 2! by Kölisch many years ago to give Black the advantage, gives the weak move 9. and B—K 3 wrongly concludes in favour of White. It also utterly ignores Mr. Steel's move in the *Guioco Piano*, given in Table LXVI., col. 1, p. 77, of the present work, from which it is plain that the theoretical discoveries of English players, as well as the works of English theorists, are not recognised by our spectacular Teuton *confrères*.

Similar theoretical ignorance is painfully displayed in its treatment of the "Two Knights' Defence," *see* Table CVI., col. 1, of the present work, where, instead of 8. it reproduces Kt—Kt 5! tediously the old weak move of 8. and after a long and worthless analysis with which QKt—K 2 I will not weary my readers, as pointed out by Wayte in the *British Chess Magazine*, it still gives the weak move 18. B—K 4 instead of 18. B—Kt 3 the better course.

In the Greco Counter Gambit (*see* Table CXVI., col. 4), instead of 5. QP×KP! which Steinitz shows to give White the advantage by 5. ——— 6. Q×Q ch &c. (*see* Philidor's
QP×KP

Defence, Table IV., cols. 1 and 2, p. 5, where the same position is brought about by a transposition of moves), the new *Handbuch* still gives the inferior continuation 5. Kt—Kt 5 and a
Kt—R 3

quantity of laborious but useless analysis by Salvioli and Berger.

In Supplementary Table XXXI., p. 308, col. 2, the correspondence match test game between Tschigorin and Steinitz was continued: 21. Kt—Q 5 22. Kt—R 4, Tschigorin ultimately win-
B—Q 3

ning the exchange.

In Supplementary Table XXXII., p. 309, col. 1, Gunsberg suggests 9. P—Q 5 or 9. B—K 3 as deserving attention, but thinks they are of doubtful value. After P—Q 5 in some variations, White may exchange QB for KB, but has hardly sufficient compensation for the Pawn sacrificed. If, in col. 1 of this Table, 10. ——— 11. B×QKt 12. Kt×P &c. Gunsberg
Castles? QP×B

advises 10. ——— in lieu of 10. ——— or 10. ——— Also, in col. 1, in lieu of 11. ———
Kt—Kt 3 P×P Castles Q—Kt 3

Gunsberg suggests 11. ——— 12. Kt×Kt 13. Kt—Q 2 14. KR—K sq 15. R×Kt ch
Kt×P Q×Kt P—QB 3 Q×B K—Q sq

16. Q×Q or 16. Q—Q sq Again, in col. 1, same Table, Gunsberg recommends 13. ———
QKt—K 2

instead of 13. ——— Also, after 14. P—Kt 3, col. 1, same Table, the game may be con-
Kt—B 5

tinued differently, thus: 14. P—Kt 3 15. QKt—Q 2 16. R—K 4 17. Kt×Kt 18. R×Kt
Q—Kt 5 Kt×QP Kt×Kt ch Q×Kt B×P ch

19. K—B sq 20. K×B 21. Q—B 4 wins.
Q—R 8 ch Q×R

BRILLIANCY IN CHESS.

In a letter published a few years ago in the *Daily Telegraph*, Mr. Ruskin announced "that he had serious thoughts of publishing a selection of *favourite old games* by chess players of *real genius and imagination*, as opposed to the *stupidity* (sic) called chess-playing in modern days." It is partly in order to refute this absurd notion—that modern chess is dull and devoid of brilliancy—as well as to present to the public some of his own best games, played with eminent experts in Masters' Tournaments (the publication of which has been hitherto unfairly suppressed in London), that the author has ventured to include amongst the specimens of brilliant play by well-known celebrities in the present treatise a few brilliancies of his own. On this head it may be remarked that not only is modern chess play in matches and tournaments far more rapid than of yore, in the days of Staunton, Löwenthal, and Harrwitz, when the rate of play was not unfrequently only five moves per hour (!), but also that there is infinitely more real genius, imagination, and versatility in modern chess than in even any precious selection of favourite old games. The versatility and ingenuity of a Blackburne and a Rosenthal; the brilliancy of a Showalter, a Pollock, a Schallopp, a Harmonist, or a Gunsberg; the depth and beauty of combination of a Steinitz or a Tschigorin, and a host of other modern experts, who all play fifteen or twenty, instead of five moves an hour, are altogether ignored by Mr. Ruskin, who may be right in his preference for Gothic to Greek architecture, but is certainly wrong in his estimate of modern chess. It is not difficult, however, to guess the source from which he derived his inspiration. It is clear as the translucent that Mr. Ruskin, who passes for a generous patron of the game, has been led astray by a certain well-known clique of favourite old players, *richement doués de suffisance et d'insuffisance*, who, with sublime egotism, fondly imagine that they alone are entitled to a monopoly of real genius and imagination, and of course would

only be too pleased to see a selection of their stale, oft-published favourite old games, edited by a celebrity like Mr. Ruskin, and, under his *ægis*, again palmed off upon a long-suffering and unfortunately somewhat too gullible public, to the exclusion or suppression of nearly all others. The mischief thus done to the cause of the royal game is well nigh incalculable; for not only are its most influential and generous patrons systematically imposed upon by these interested misrepresentations as to the inferiority and decadence of modern chess, but the public also are deceived and misled, while at the same time the skill of the greatest modern masters is unfairly disparaged and depreciated, and all rising talent and genius are deliberately ignored or suppressed from motives that are only too painfully obvious.

London: Printed by W. H. Allen & Co., Limited, 13 Waterloo Place. S.W.